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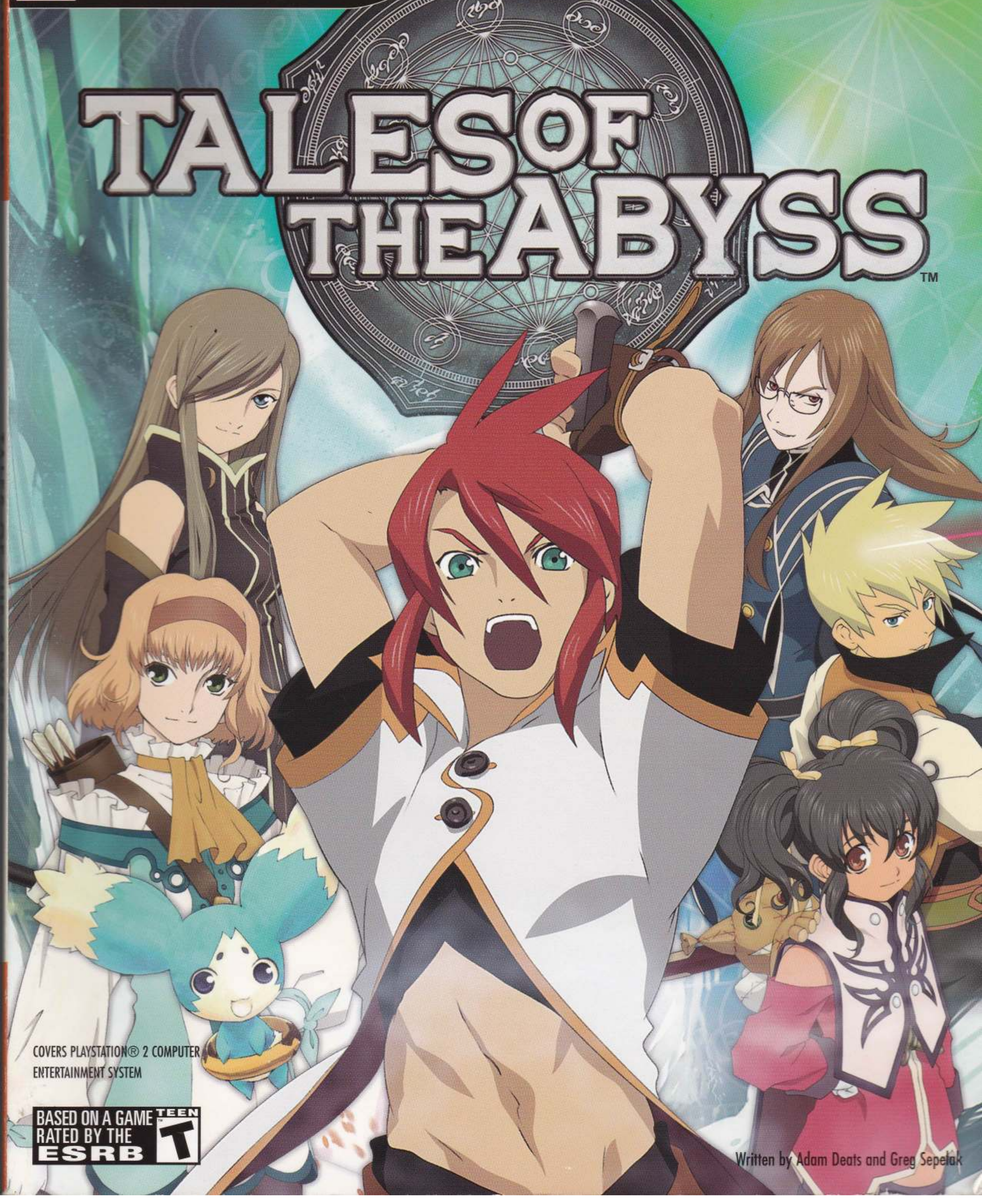
OFFICIAL STRATEGY GUIDE

TAKE YOUR GAME FURTHER®

TALES OF THE ABYSS™



COVERS PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM

BASED ON A GAME RATED BY THE ESRB — TEEN T

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TALES OF THE ABYSS
TABLE OF CONTENTS

INTRODUCTION — 2

TRAINING — 3

CHARACTERS, TITLES, AND COSTUMES — 16

WALKTHROUGH — 34

IMPORTANT SUB-EVENTS — 126

ARMORY

- Weapons — 133
- Armor — 139
- Tools — 150
- Valuables — 153
- Shops — 160

COOKING & FOOD — 175

ENEMIES

- Bestiary — 180
- Boss Stats — 201

EXTRAS

- Replay Game Bonuses — 206
- Tales of Dragonbuster — 206

INTRODUCTION

"He who fights with monsters might take care lest he thereby become a monster. And if you gaze for long into an abyss, the abyss gazes also into you."

-Nietzsche

In 1995 Namco released *Tales of Phantasia,* a fantasy RPG with an action-oriented combat system that breathed new life to the RPG genre. Ever since, the devastatingly popular series has spawned seven different games and an unforgettable formula that's kept fans happy ever since.

Enter *Tales of the Abyss,* a new iteration in the long-running series. This time around you control a young noble named Luke fon Fabre, a lost soul who has no recollection of his past. Thrust into a warring world controlled by a religious script called "The Score", Luke must battle his way through two opposing countries and the many doubts of his own worth to find the answer to a single question; can he live on without having a purpose?

As you play through the game you'll encounter new friends and a variety of towns full of bustling people. Explore your surroundings and speak to their inhabitants to receive clues to your next undertaking. Plow through the dungeons and enemies that attempt to thwart your path then move along to the next conquest. The ultimate goal is to find and defeat the final enemy of the game.

This guide and its many sections are to be used collectively as an all-in-one reference book. Look over the Training section before starting your journey to get a feel of the game systems it includes. When proceeding through the walk through, use the item lists and bestiary provided to view the statistics of the creatures and weapons you encounter. When you finally finished the game, refer to the Extras section for a few more goodies that await your curious eye.

With that said, enjoy your journey through Auldrant and make use of the collection of stratagems that we've included in this guide!

TALES OF THE ABYSS™

TRAINING

GAMEPLAY INFORMATION

1 Intro
2 Training
3 Characters
4 Walk-through
5 Side Quests
6 Armory
7 Cooking & Food
8 Enemies
9 Extras

MAIN MENU

Artes

The Artes Menu is where you can view each party member's artes' effects, costs and FOF enhancements. By pressing SELECT on a character's artes page, you can also set which artes you wish to assign to the D-pad in Manual or Semi-Auto control modes.

In Manual and Semi-Auto Mode it's possible to assign four of your artes to control commands. The command to the left of the arte's name shows which direction to hold on your control pad before pressing ● (which initiates the arte). Because only four attacks can be brought into battle at a time, selecting the most useful set of artes is an important element of preparation before battle.

While inside the command assignment menu, scroll to the bottom of the four input options then press ✚. A menu showing assignment options for the right analog stick appears, giving you 4 additional input slots to use. There's an addition to this input method though; abilities used by other party members outside of the character you're manually controlling can be assigned to the right analog stick. With this ability, it's possible to command your other party members to initiate attacks on the fly without having to access the battle menu. This is the best route to take if you're looking to find an easier way to cast healing spells.

Equip

Give your party members a Weapon, Body Armor, Hand Armor, and other pieces of equipment so they're better suited to handle the battles ahead. When flipping through your available equipment, take note of the stats in the window to the left; green numbers mean an increase from your current equipment, while red means a decrease. Press ► to get the full info on a highlighted piece. You can also press ▲ to sort your unused items either by: Category, Parameters, or Alphabetically.

Items

Manage your entire inventory from here. Items are split into six different tables: Tools, Weapons, Armor, Accessories, Food, and Special. Use ● and ● to cycle through each item type, and ● and ● to move your view a full page at a time. Some Tools can be used immediately from this menu, like Gels. If an item can be thrown away, you can do so with ● (though there's little reason to throw away an item when you can sell it for Gald instead).

Battle

From here, you can alter your party's battle abilities.

AD Skills

This brings up a complete list of a character's learned AD Skills. These are learned when characters' stats reach a certain level. This isn't limited to Experience, but includes the Physical and Fonic stats as well. You can turn Skills on and off from the main menu with ●. Any "on" Skills are automatically used when the circumstances are right. The more Skills, the more well-rounded and battle-ready your characters are!

Skill	LV	P.Atk	P.Def	F.Atk	F.Def	AGL	ENH	Characters	Description
Backstep	2	-	-	-	-	-	-	All	Use ● and press backward on Left Analog Stick to backstep.
Recover	3	-	-	-	-	-	-	All	Prevent being knocked down with ● when knocked away by an enemy.
Critical Guard	4	-	-	-	-	-	-	All	● + Left Analog Stick forward reduces the damage from physical attacks.
Magic Guard	7	-	-	-	-	-	-	All	● + Left Analog Stick down reduces the effect of Fonic attacks.
Free Run	5	-	-	-	-	-	-	All	Hold ● to move around freely with Left Analog Stick.
Over Limit	15	-	-	-	-	-	-	All	Go into Over Limit with ● when the gauge is full.
Taunt	22	-	-	-	-	-	-	All	When the gauge is not full, use ● to increase Over Limit by a fixed amount.
Special	30	-	-	-	-	-	-	All	While in Over Limit, hold ● after using an arcane Arte, or use a high Fonic arte to cast a mystic Arte.
Combo Force	-	30	-	-	-	-	-	All	Mitigates damage from a basic combo attack by 10%.
Power Charge	-	40	-	-	-	-	-	All	Hold Left Analog Stick down while taking no action to temporarily increase P.Atk for 20 seconds.
Critical Up	-	50	-	-	-	-	-	All	Increases chance of inflicting Critical Damage.
Heavy Hit	-	60	-	-	-	-	-	All	Increases chance of stunning an enemy with a physical attack.
Add Combo	-	70	-	-	-	-	-	All	● links 4 basic attacks.
Add Combo 2	-	120	-	-	-	20	-	All	● links 5 basic attacks.
Add Combo 3	-	160	-	-	-	40	-	All	● links 6 basic attacks.
Add Combo 4	-	200	-	-	-	60	-	All	● links 7 basic attacks.
Roll	-	-	20	-	-	-	-	All	Decreases incidental damage taken when knocked to the ground.
Guard Plus	-	-	30	-	-	-	-	All	Decreases damage taken while guarding.
Rear Guard 1	-	-	40	-	-	-	-	All	Reduces the chance of an enemy causing Guard Break.
Void Attack	-	-	50	-	-	-	-	All	Occasionally prevents staggering when receiving a physical attack.
Immunity	-	-	60	-	-	-	-	All	Decreases the chance of receiving status effects.
Endure	-	-	70	-	-	-	-	All	Decreases amount of time needed to recover from a stagger hit by 1/12.
Critical Magic	-	-	-	20	-	-	-	Tear, Jade, Anise, Asch	Inflicts Critical Damage when casting a spell attack.
Lucky End	-	-	-	30	-	-	-	Tear, Jade, Anise, Asch	Decreases the paralysis time after casting a spell by 1/4.
Heavy Magic	-	-	-	40	-	-	-	Tear, Jade, Anise, Natalia, Asch	Increases chance of stunning the enemy with a spell attack.
Lucky Magic	-	-	-	50	-	-	-	Tear, Jade, Anise, Natalia, Asch	Occasionally decreases the amount of TP consumption when casting a spell by 1/8.
Speed Cast	-	-	-	60	-	-	-	Tear, Jade, Anise, Natalia, Asch	Decreases spell casting time.
Magic Charge	-	-	-	70	-	-	-	Tear, Jade, Anise, Asch	Hold Left Analog Stick down while taking no action to temporarily increase F.Atk for 20 seconds.

Skill	LV	P.Atk	P.Def	F.Atk	F.Def	AGL	ENH	Characters	Description
Void Magic	-	-	-	-	20	-	-	All	Occasionally prevents staggering when receiving a spell attack.
Resist	-	-	-	-	30	-	-	All	Occasionally prevents status effects.
Anti Element	-	-	-	-	40	-	-	All	Occasionally decreases damage from an elemental attack by half.
Magic Guard Plus	-	-	-	-	50	-	-	All	Reduces damage received while using Magic Guard by 10%.
Stat Boost	-	-	-	-	60	-	-	All	Increases the effect of magical status boosts.
Life Up	-	-	-	-	-	-	20	All	Occasionally increases max HP by 0.5% after battle.
Spirit Healer	-	-	-	-	-	-	30	All	Increases amount of TP recovered after a battle by 3%.
Happiness	-	-	-	-	-	-	40	All	Occasionally increases EXP after battle.
Life Healer	-	-	-	-	-	-	50	All	Recovers 6% max HP after battle.
Mind Up	-	-	-	-	-	-	60	All	Occasionally increases Max TP after battle by 1%.
HP Recovery	-	-	-	-	-	-	70	All	Increases effectiveness of HP recovery by 5%.
TP Recovery	-	-	-	-	-	-	80	All	Increases effectiveness of TP recovery by 3%.
EXP Plus	-	-	-	-	-	-	90	All	Increases amount of EXP earned after a battle.
Dash	-	-	-	-	-	20	-	All	Increases mobility during battle by 20%.
Run Away!	-	-	-	-	-	30	-	All	Reduces the time needed to escape by 25%. Doubling up with other characters increases effectiveness.
Comeback	-	-	-	-	-	40	-	All	Tap ● repeatedly to shorten stagger period.
Item Pro	-	-	-	-	-	50	-	All	Decreases the amount of time a character is unable to move after using items by 25%.
O.L. Boost	-	-	-	-	-	60	-	All	Increases the duration of Over Limit by 25%.
Landing	-	-	-	-	-	70	-	All	Decreases amount of time character is unable to move after landing by 33%.
Quick Turn	-	-	-	-	-	80	-	All	Able to turn around instantly even when dashing.
Aerial Jump	-	-	-	-	-	90	-	All	Jump in midair.
Rebound	-	20	-	-	-	20	-	All	Able to attack during the effects of Recover.
Jump Combo	-	30	-	-	-	30	-	All	Hit ● to link attacks after landing from a jump attack.
C. Combo	-	40	40	-	-	20	-	All	Able to link combo attacks to Counter.
C. Counter	-	40	-	-	-	40	-	All	Damage increases when attack hits an attacking enemy by 25%.
Counter	-	30	30	-	-	-	-	All	Hit ● as soon as the character guards to attack without any lag time.
E. Plus	-	20	-	20	-	-	-	All	Occasionally increases damage of elemental attacks by 25%.
Flash	-	30	30	-	30	-	-	All	Impervious to stagger when hit between special combo attacks.
Step Away	-	-	20	-	-	20	-	All	Avoid staggering if hit during Backstep.
Neutralizer	-	-	30	-	-	30	-	All	Occasionally nullifies a physical attack.
Resurrect	-	-	50	-	50	-	-	All	Occasionally revives automatically.
Reflect	-	-	40	-	40	-	-	All	Occasionally reflects damage from an attack while guarding.
Nullify	-	-	30	-	30	-	-	All	Occasionally nullifies a spell attack.
Lucky Soul	-	-	20	-	20	-	-	All	Occasionally recovers 5% max TP when knocked to the ground.
Blood Spirit	-	-	45	-	45	-	-	All	Recovers 1 TP for each hit received when attack with a combo of 3 or more hits.
Skill Guard	-	-	25	-	25	-	-	Luke, Anise, Guy, Asch	Hit ● + Left Analog Stick down to use Guardian.
Rebirth	-	-	30	-	30	-	30	All	Gradually recovers HP equal to half of the last damage received, 1/60th of the amount each second.
Angel's Tear	-	-	60	-	60	-	50	All	Revive automatically once per battle.
Glory	-	-	60	-	60	50	60	All	Avoid staggering from all attacks.
Reprise	-	-	-	20	20	40	-	Tear, Jade, Anise, Natalia, Asch	Reduce casting time by 1/8 when a spell is used twice in a row.
Spell Save	-	-	30	30	30	-	-	Tear, Jade, Anise, Natalia, Asch	Decreases casting time of the same spell if the spell is interrupted by an enemy.
Reducer	-	-	-	30	30	-	-	Tear, Jade, Anise, Natalia, Asch	Decreases TP consumption by 25% when a spell is used twice in a row.
Rhythm	-	-	-	20	20	20	-	Tear, Jade, Anise, Natalia, Asch	Tap ● repeatedly while casting spells to decrease casting time.

Skill	LV	P.Atk	P.Def	F.Atk	F.Def	AGL	ENH	Characters	Description
Dash Guard	-	-	-	-	40	40	-	All	Avoid staggering when hit with magic while dashing.
Item Master	-	-	-	-	-	30	30	All	Increases the effectiveness of items used during battle by 1/8th.
Pow Hammer	-	40	40	-	-	-	-	All	Occasionally counters with Pow Hammer when attacked.
Auto Aid	-	-	60	-	60	-	-	All	Occasionally casts First Aid automatically when damaged.
Ability Plus	-	80	-	-	-	80	-	All	Follows a base Arte with a second base Arte once per combo.
Item Getter	-	-	-	-	-	40	40	All	Increases chance of acquiring items. Doubling up with other characters increases effectiveness.
Item Rover	-	20	-	-	-	40	-	All	Increases chance of stealing an item.
Status Guard	-	-	40	-	40	-	-	All	Reduces the effect of magical ailments.
Resilience	-	-	60	-	60	40	-	Tear, Jade, Anise, Natalia, Asch	Avoids staggering while casting a spell.
Super Chain	-	60	-	-	-	60	-	All	Able to link arcane and base Artes.
Rear Guard 2	-	-	60	-	-	50	-	All	Prevents Guard Break.
Condition Guard	-	-	30	-	30	-	-	All	Reduces the effects of physical ailments (Poison, Weak).
Back Action	-	25	25	-	-	10	-	All	Able to take action immediately after Backstep.
Item Thrower	-	40	-	-	-	-	-	All	Able to use items on an ally.
Long Step	-	-	20	-	-	20	-	All	Increases the stepping distance of Backstep by 30%.
Magic End	-	-	-	30	-	30	-	Tear, Jade, Anise, Natalia, Asch	Able to move immediately after casting a spell.

Strategy

When a character is not under direct manual control, their actions are dictated by the settings on this menu. First, you can control their actions in one of five different categories.

Target	Who they should focus on
TP	How much TP they should use in a battle
Action	What type of moves they most commonly use
Items	Under what circumstances they should use items
OL	Under what circumstances they should use Over Limit

Press ● to shift to the formation grid, which lets you dictate where your party starts and how they position themselves in relation to the enemies.

By moving the cursor up to the Command setting, you can shuffle between several pre-set party strategies, which alter all parameters. Of course, you can then fine-tune the strategies as you see fit.

Cooking

Cooking is a quick way to boost your lost points after a battle. From this menu, you can assign available dishes to each character, placing them in the crosspad shortcuts for quick fixing.

Food Data

See the Food section for an in-depth look at all ingredients and recipes available, and their effects.

Status

Check out each party member's stats at a quick glance. Numeric stats, equipment, Titles, and more. Shuffle between characters with ■ and ■.

You can change each character's current Title from here as well. Having a certain Title up can alter how certain NPCs react and certain events occur. The right Title can give you a discount at a shop, increase your chance of finding items, or other interesting effects!

See the individual character sections for more on their Titles.

Library

Various texts can be found in this menu.

Synopsis

As you progress, Luke writes down the events in his journal. This makes for a handy overview of the game's plot. Forget how one event led to another? Check it out here!

World Map

Check out your map (once you've obtained it) to find your current position, plus the locations of all the Towns, Dungeons, and other important locales you've visited.

Collector's Book

A catalogue of every single item in the game, filled out as you obtain each kind of item. Can you complete it?

System

From here, you can save or load your game, alter some of the system options (text speed, battle difficulty, voices, etc), or check your "records", which keeps track of a wide variety of gameplay statistics.

MIEU ACTIONS

You'll eventually run into a cute animal named Mieu, a cheagle from Cheagle Woods. This little ball of fun has a variety of abilities that can help aid Luke on his quest. These abilities are initiated by pressing ● in dungeons. Use ■ and the left analog stick to toggle through the entirety of Mieu's abilities.

Mieu Fire

Mieu shoots a ball of fire - with limited range - directly ahead of you. This can have a wide variety of effects: open paths, start sub-events, or simply annoy enemies on the map.

Mieu Fire 2

As an upgraded version of Mieu's fire, this technique travels for a longer period of time. It also doesn't dissipate after hitting a torch, enabling it to hit multiple torches at a time.

Mieu Attack

Mieu leaps from Luke's shoulders and dives downwards at an angle. This ability is useful for breaking obstructing objects and hitting some switches.

Mieu Wings

Unexpectedly, the blue fuzz ball has the ability to carry his master into the air for a short period of time. This comes in handy for grabbing those hard to reach ladders scattered throughout Auldrant. It's even useful for hitting switches in high places.

CONVERSATIONS

As you play, sometimes a notice pops up in the lower-left-hand corner of the screen, depending on what events you have completed.

Pressing SELECT at this time starts a conversation (also known as a "skit") between your party members. Simply sit back and read what's on everyone's minds. The sum total of conversations you've seen is recorded in the Records page of the main menu.

SEARCH POINTS

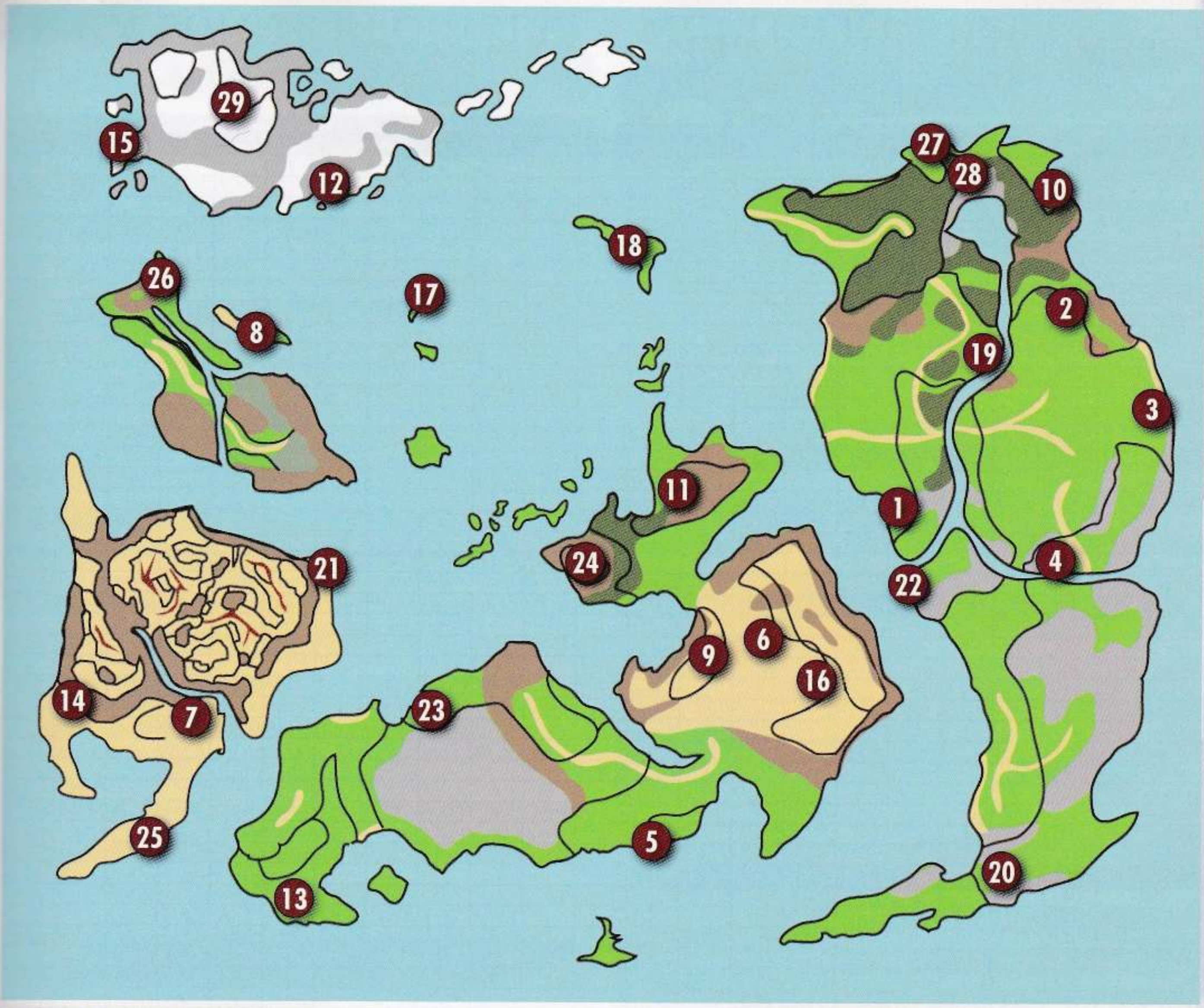
Scattered across the world map are glowing "Search Points". Enter these points and check them out to pick up a variety of items that can be traded in at Din's shop in Chesedonia. Keep checking until the point runs dry. These Search Points reset every time you enter a Town or Dungeon, so if there's one close by, you can rapidly build up a hefty stock of items in record time! The value of the items you get from searching all hinge on the Luck of your party, though there is a way to improve your odds...

THE NATALIA EFFECT

Depending on Natalia's Title, the chance of finding certain types of items changes. Below is a table that goes over a few of Natalia's Titles and how they affect the procurement of Search Point items.

Title	Effect
Curious Princess	Low Value +80%
Star of Malkuth	Normal Value +80%
Labyrinth Princess	High Value +80%
Adventurous Princess	Highest Value +80%

There are certain Points that only appear during specific sub-events. Once the sub-event is completed, the Search Point is gone forever.



Search Points

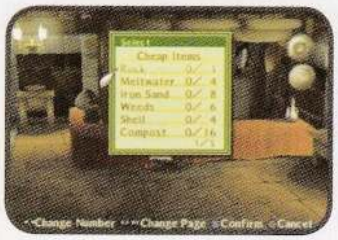
Search Point	Lowest Value	Low Value	Normal Value	High Value	Highest Value
Search Point 1	Weeds	Gel Base	Gel Base	Tataroo Grass	Silk Thread
Search Point 2	Compost	Insect Wing	Roneal mushroom	Charcoal	Chakmah Bark
Search Point 3	Shell	Giant Fish Bone	Meggioran Fish	Coral	Pearl
Search Point 4	Weeds	Tataroo Grass	Ramie	Cotton	Meadow Crystal
Search Point 5	Compost	Roneal Mushroom	Insect Wing	Plant Worm	Forest Emerald
Search Point 6	Iron Sand	Scorpion Stinger	Copper Ore	Chesedonian Cactus	Naevimetal
Search Point 7	Rock	Iron Ore	Iron Ore	Lizard Fossil	Meteorite Fragment
Search Point 8	Shell	Meggioran Fish	Black Pearl	Giant Fish Bone	Aqua Sapphire
Search Point 9	Iron Sand	Scorpion Stinger	Basilisk Scale	Gold Dust	Fonstone Fragment
Search Point 10	Weeds	Cotton	Firewood Bug	Phantom Vegetable	Tail of earth
Search Point 11	Compost	Charcoal	Glowing Moss	Sacred Tree	Feather of Wind
Search Point 12	Meltwater	Bearskin	Winter Tomato	Penguin Quill	Ice Diamond
Search Point 13	Rock	Iron Ore	Yellow Pigment	Linkite Nut	Highland Ruby
Search Point 14	Rock	Red Pigment	Gold Ore	Clothing Material	Eye of Thunder
Search Point 15	Meltwater	Bearskin	Blue Pigment	Dragon Fang	Tear of Ice
Search Point 16	Iron Sand	Basilisk Scale	Silver Ore	Libavius Ore	Arm of Fire
Search Point 17	Shell	Coral	Giant Shell	Phantom Fish	Song of Water
Search Point 18	Holy Water	-	Mana Fragment	Claw of Shadow	Wing of Light

Additional Search Points

Search Point	Item Acquired
Search Point 19	While "Sword Dancer 2" is in progress, Sword Dancer will appear
Search Point 20	Pom Seeds. Consolation Prize for "Engeve Garden" Sub Event
Search Point 21	Estima Seeds. Consolation Prize for "Engeve Garden" Sub Event
Search Point 22	Lanakear Seeds. Consolation Prize for "Engeve Garden" Sub Event
Search Point 23	Dolgenia Seeds. Consolation Prize for "Engave Garden" Sub Event
Search Point 24	Phen Seeds. Consolation Prize for "Engeve Garden" Sub Event
Search Point 25	Oriola Seeds. Consolation Prize for "Engeve Garden" Sub Event
Search Point 26	Charak Seeds. Consolation Prize for "Engeve Garden" Sub Event
Search Point 27	All-purpose Knife. Valuable item that increases the success rate of cooking
Search Point 28	Greater Flightstone. The Albiore is able to land in the deserts, snowy fields, fields, and forests
Search Point 29	Refined Flightstone. Increases the effectiveness of the Greater Flightstone and maximizes the Power Gauge. Albiore is able to break through thunderstorms, sand storms, snow storms, and whirlpools when at max power

ITEM CREATION

Once you have some trade items, Din's shop in Chesedonia takes them in. Din can order items for you in exchange for these materials. Keep giving Din your Trade Items to increase the number of Points you have (each trade item gives a certain number of points per type of orderable item). The more Points, the higher your rank, and the more items are made available to you when you decide to place an order.



ITEM TYPE POINTS PER TRADE ITEM

Item	Rank	Gel	Bottle	Battle	C.Core	Herb	Sword	Staff	Spear	Bow	Body	Cloth	Arm	Head	Charm	Ring	Crest	Acc.	Jewel	Sculpt	Anise
Aqua Sapphire	A2	-	-	-	1	-	-	-	1	-	-	-	-	-	1	1	1	-	3	-	-
Arm of Fire	A1	-	1	1	1	1	-	-	-	-	-	-	-	-	1	2	2	-	-	1	-
Basilisk Scale	C1	1	1	-	-	-	-	-	-	-	1	-	-	-	-	-	1	-	-	-	-
Bearskin	C3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	2	-	-	-
Black Pearl	A3	-	1	-	-	-	-	-	-	-	-	-	1	1	2	-	-	-	1	1	-
Blue Pigment	B1	-	-	-	-	-	-	-	-	-	1	3	-	1	-	-	-	1	-	-	-
Charcoal	C1	-	-	-	-	-	1	1	1	1	-	-	-	-	-	-	-	-	-	-	-
Chesedonian Cactus	C2	-	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1
Chokmah Bark	B2	1	-	-	-	-	-	1	1	1	1	-	-	-	-	-	-	-	-	-	-
Claw of Shadow	A1	-	1	1	1	1	-	-	-	-	-	-	-	-	1	2	2	-	-	1	-
Clothing Material	A3	-	-	-	-	-	-	-	-	-	-	4	1	2	-	-	-	-	-	-	-
Copper Ore	C3	-	-	-	-	-	1	-	1	-	-	-	-	-	-	-	-	-	-	-	-
Coral	C1	1	1	-	-	-	-	1	-	-	-	-	-	-	1	-	-	-	-	-	-
Cotton	C1	-	-	-	-	-	-	-	-	-	-	1	1	1	-	-	-	1	-	-	-
Dragon Fang	A2	-	-	1	-	-	2	1	1	1	-	-	-	-	-	-	-	-	-	1	1
Eye of Thunder	A1	-	1	1	1	1	-	-	-	-	-	-	-	-	1	2	2	-	-	1	-
Feather of Wind	A1	-	1	1	1	1	-	-	-	-	-	-	-	-	1	2	2	-	-	1	-
Firewood Bug	C2	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Fonstone Fragment	A2	-	-	-	2	-	-	1	-	-	3	-	-	1	-	-	-	-	-	-	1
Forest Emerald	A2	-	-	-	1	-	-	1	-	-	-	-	-	-	1	1	1	-	3	-	-
Gel Base	C3	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Giant Fish Bone	B2	1	-	-	-	-	1	-	1	1	-	-	-	-	-	-	-	-	-	-	1
Giant Shell	C1	1	-	1	-	-	-	-	-	1	-	-	-	1	-	-	-	-	-	-	-
Glowing Moss	C1	1	1	1	-	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-
Gold Dust	B2	-	-	-	1	-	1	-	-	-	1	-	1	-	-	1	-	-	-	-	-
Gold Ore	B2	-	-	-	-	-	1	-	-	-	-	-	1	-	-	1	1	-	-	-	-
Highland Ruby	A2	-	-	-	1	-	-	-	-	1	-	-	-	-	1	1	1	-	3	-	-
Holy Water	C1	1	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Ice Diamond	A2	-	-	-	1	-	-	-	-	-	-	-	-	-	1	1	1	-	3	-	1
Insect Wing	C2	1	-	-	-	-	-	1	-	1	-	-	-	-	-	-	-	-	-	-	-
Iron Ore	C2	-	-	-	-	-	1	-	1	-	1	-	-	-	-	-	-	-	-	-	-
Libavius Ore	A3	-	-	-	1	-	2	-	-	-	1	-	-	2	-	-	-	-	-	-	1
Linkite Nut	B2	1	1	-	-	-	-	1	-	-	-	-	-	-	1	-	-	-	-	-	1
Lizard Fossil	C3	-	-	-	-	-	-	-	-	-	1	-	-	-	-	-	-	-	-	-	1
Mana Fragment	A3	-	1	1	1	-	1	1	-	-	1	-	-	-	-	-	-	-	-	-	1
Meadow Crystal	A2	-	-	-	1	-	1	-	-	-	-	-	-	-	1	1	1	-	3	-	-
Meggorian Fish	C3	1	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Meteorite Fragment	A3	1	1	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	2
Naevimetal	B1	-	-	-	-	-	2	-	1	-	1	-	1	1	-	-	-	-	-	-	-
Pearl	B2	-	1	-	-	-	-	1	-	-	-	-	1	-	1	-	1	-	-	-	-
Penguin Quill	B2	-	-	-	-	-	-	-	-	-	-	-	3	-	-	-	-	2	-	-	-
Phantom Fish	B1	2	4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Phantom Vegetable	A3	3	3	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Plant Worm	B1	4	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Ramie	B2	-	-	-	-	-	-	-	-	-	1	1	-	2	-	-	-	1	-	-	-
Red Pigment	B1	-	-	-	-	-	-	-	-	-	-	3	-	2	-	-	-	1	-	-	-
Roneal Mushroom	C3	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Sacred Tree	A3	-	-	-	-	1	-	3	-	2	-	-	-	-	-	-	-	-	-	1	-
Scorpion Stinger	C3	-	-	-	-	-	-	-	1	1	-	-	-	-	-	-	-	-	-	-	-
Silk Thread	B1	-	-	-	-	-	-	1	-	1	-	1	1	1	-	-	-	-	-	-	1
Silver Ore	C1	-	-	-	-	-	1	-	-	-	1	-	1	-	-	1	-	-	-	-	-
Song of Water	A1	-	1	1	1	1	-	-	-	-	-	-	-	-	1	2	2	-	-	1	-
Tail of Earth	A1	-	1	1	1	1	-	-	-	-	-	-	-	-	1	2	2	-	-	1	-
Tataroo Grass	C1	2	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Tear of Ice	A1	-	1	1	1	1	-	-	-	-	-	-	-	-	1	2	2	-	-	1	-
Wing of Light	A1	-	1	1	1	1	-	-	-	-	-	-	-	-	1	2	2	-	-	1	-
Winter Tomato	C2	1	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Yellow Pigment	B1	-	-	-	-	-	-	-	-	-	-	3	1	1	-	-	-	1	-	-	-

Cheap Items Add Up

Some Trade Items are pretty worthless. Din takes them, but you'll only get a paltry 20 Gald each for them. Still, that can add up...

Compost	Rock
Iron Sand	Shell
Meltwater	Weeds

ITEM POINTS REQUIRED FOR RANK INCREASE

Category	Type	D	C	B	A	S
Tools	Gel	5	25	50	100	160
	Bottle	5	25	50	140	-
	Bottle Item	-	-	-	180	250
	Capacity Core	-	-	50	120	140
	Herb	-	-	-	400	500
Weapons	Sword	12	30	70	120	140
	Staff	10	28	60	100	130
	Spear	10	28	60	100	130
	Bow	10	28	60	100	130
Armor	Body Armor	8	24	70	90	110
	Clothing	8	20	50	80	110
	Arm Armor	10	20	60	90	-
	Head Armor	5	20	40	90	-
Accessories	Anise Doll	-	25	50	90	120
	Charm	25	50	100	150	240
	Ring	-	50	100	180	240
	Crest	-	70	110	180	220
	Other	5	20	50	100	-
	Jewel	-	-	100	130	400
	Sculpture	-	-	180	300	-

When you're ready to place an order, Din asks you what Category of Item you want, then the Type. You can't order *specific* items, but there are ways to influence what Items you get from your order.

Once you place an order, a check is run to determine the order's success. No matter the outcome of the check, an item is created. However, a failed check means you get the item from the current Rank that requires the *least* amount of points! A successful check results in much better items. The more points you have, the better the item!

When you place an order, Din also asks if you'd like to make an additional Gald payment; a small, medium or large payment. Depending on the type of item you're ordering and your current Rank, the amount of Gald you can give increases. Of course, you don't have to give him any extra Gald if you don't want to.

ITEM TRADE PAYMENT AMOUNTS

Category	Rank	Small	Medium	Large
Tools	D	200	500	-
	C	400	1000	2400
	B	800	2000	4800
	A	1600	4000	9600
Weapons	D	600	1500	-
	C	1200	3000	6400
	B	2400	6000	12800
	A	4800	12000	25600
Armor	D	400	1000	-
	C	800	2000	4800
	B	1600	4000	9600
	A	3200	8000	19200
Accessories	D	1000	2400	-
	C	2000	4800	11000
	B	4000	9600	22000
	A	8000	19200	44000

The size of your payment affects the results of your order. Naturally, the larger the payment, the more favorable are the results. A lower rank with a high payment can result in a higher-ranked item. A higher rank with a lower payment can result in multiple lower-ranked items.

PAYMENT RESULTS

Rank	None	Small	Medium	Large
D	D x1	D x2	C & D x1	-
C	D x2	C x1	C x2	B & D x1
B	D x3	C x2	B x1	B x2
A	D x5	C x3	B x2	A & B x1

If you place more than one order at a time, you get some nice discounts on them!

MULTIPLE ORDER BONUSES

# of Orders	Req. Points	Req. Payment
1	100%	100%
2	90%	94%
3	80%	88%
4	65%	80%
5	50%	75%
6	50%	70%
7	50%	70%

If you have an S Rank, you can give Din special items to influence what item you receive with your order. These items are quite hard to obtain, but with them, you can get back some very special items indeed, some you can *only* get from trade!

ITEM TRADE RESULTS

TOOLS

Gels

Item	Rank	Req. Points	Req. Extras
Apple Gel	D	4	-
Lemon Gel	C	20	-
Lottery Gel	A	160	-
Melange Gel	C	36	-
Miracle Gel	B	60	-
Orange Gel	D	8	-
Pineapple Gel	C	30	-
Special Gel	S	140	Phantom Vegetable
Specific	A	80	-
Treat	A	100	-

Bottles

Item	Rank	Req. Points	Req. Extras
Cure Bottle	C	24	-
Dinei Bottle	C	24	-
Life Bottle	C	32	-
Nectar Bottle	A	160	-
Panacea Bottle	B	60	-
Paralysis Bottle	D	6	-
Poison Bottle	D	4	-
Seal Bottle	C	16	-
Stone Bottle	C	16	-
Syrup Bottle	A	120	-
Virus Bottle	C	20	-
Weak Bottle	C	20	-
Wing Bottle	B	90	-

Herbs

Item	Rank	Req. Points	Req. Extras
Basil	A	400	-
Chamomile	A	400	-
Lavender	A	400	-
Red Basil	S	500	Tear of Ice
Red Chamomile	S	500	Feather of Wind
Red Lavender	S	500	Song of Water
Red Saffron	S	500	Arm of Fire
Red Sage	S	500	Tail of Earth
Red Savory	S	500	Eye of Thunder
Red Verbena	S	500	Wing of Light
Sage	A	400	-
Saffron	A	400	-
Savory	A	400	-
Verbena	A	400	-

Battle Items

Item	Rank	Req. Points	Req. Extras
All-Divide	S	240	Claw of Shadow
Hourglass	A	200	-

Capacity Cores

Item	Rank	Req. Points	Req. Extras
Nocer Maggiore	B	40	-
Ballo Maggiore	B	60	-
Parlanto	A	120	-
Largamente	S	140	Mana Fragment

WEAPONS

Swords

Item	Rank	Req. Points	Req. Extras
Bastard Sword	C	20	-
Epee	C	40	-
Hautclere	B	80	-
Katana	C	30	-
Lost Fencer	S	140	Libavious Ore
Mighty Saber	B	60	-
Scimitar	D	10	-
Steel Sword	D	15	-
Swordian Dymlos	S	160	Meadow Crystal
Table Knife	A	120	-

Staffs

Item	Rank	Req. Points	Req. Extras
Gothic Mace	C	20	-
Kreuzzeichen	B	78	-
Mace	D	10	-
Mythril Rod	B	52	-
Silver Rod	C	32	-
Spoon	A	100	-
Star Rod	S	130	Forest Emerald

Spears

Item	Rank	Req. Points	Req. Extras
Corsesca	D	10	-
Diabolic Fang	S	130	Dragon Fang
Fork	A	100	-
Mythril Lance	B	52	-
Partisan	C	20	-
Penetrator	B	78	-
Trident	C	32	-

Bows

Item	Rank	Req. Points	Req. Extras
Angel Arrow	A	100	-
Cators Bow	B	52	-
Elven Bow	S	130	Highland Ruby
Full Metal Fang	B	78	-
Hunting Bow	C	32	-
Killer Bow	C	20	-
Self Bow	D	10	-

ARMOR

Body Armor

Item	Rank	Req. Points	Req. Extras
Battle Guard	B	70	-
Chain Guard	C	30	-
Iron Guard	D	8	-
Iron Mail	C	15	-
Leather Mail	D	8	-
Light Plate	B	80	-
Rare Guard	A	90	-
Rare Mail	A	100	-
Reflex	S	128	Fonstone Fragment
Silver Plate	B	50	-
Solar Guard	S	110	Aqua Sapphire
Splint Mail	C	26	-

Clothing

Item	Rank	Req. Points	Req. Extras
Druid Cloak	A	80	-
Knight Robe	A	80	-
Mage Cloak	B	50	-
Misty Robe	B	50	-
Queen Cloak	S	110	Clothing Material
Silk Cloak	D	8	-
Silk Robe	D	8	-
Silver Cloak	C	20	-
Silver Robe	C	20	-
Viridian Robe	S	110	Mana Fragment

Arm Armor

Bracelets

Item	Rank	Req. Points	Req. Extras
Iron Bracelet	D	10	-
Platinum Bracelet	B	60	-
Rare Bracelet	A	90	-
Silver Bracelet	C	20	-

Gloves

Item	Rank	Req. Points	Req. Extras
Feather Gloves	C	20	-
Silver Gloves	B	60	-
Snow Mittens	A	90	-
White Gloves	D	10	-

Head Armor

Helmets

Item	Rank	Req. Points	Req. Extras
Steel Helm	C	30	-
Cross Helm	B	60	-
Rare Helm	A	90	-

Circlets

Item	Rank	Req. Points	Req. Extras
Bronze Circlet	D	5	-
Platinum Circlet	B	40	-
Steel Circlet	C	16	-

Hats

Item	Rank	Req. Points	Req. Extras
Pointed Hat	C	16	-
Silver Hat	B	40	-
Straw Hat	D	5	-

Ribbons

Item	Rank	Req. Points	Req. Extras
Green Ribbon	C	30	-
Magical Ribbon	A	90	-
Tartan Ribbon	B	60	-

ACCESSORIES

Anise's Dolls

Item	Rank	Req. Points	Req. Extras
Artificial Life Form	A	90	-
Heihachi	C	20	-
The Prince	S	120	Meteorite Fragment
Wonder Doll	B	50	-

Charms

Item	Rank	Req. Points	Req. Extras
Amulet	C	70	-
Drain Charm	C	70	-
Drain Ward	C	45	-
Heal Bracelet	B	110	-
Laurel	A	150	-
Paralysis Charm	B	80	-
Paralysis Ward	D	30	-
Poison Charm	C	60	-
Poison Ward	D	25	-
Spirit Bangle	B	110	-
Stone Charm	B	100	-
Stone Ward	D	40	-
World Charm	S	240	Ice Diamond

Rings

Item	Rank	Req. Points	Req. Extras
Attack Ring	C	50	-
Defense Ring	C	50	-
Effect Ring	S	240	Black Pearl
Emerald Ring	B	100	-
Faerie Ring	A	200	-
Force Ring	B	110	-
Holy Ring	B	90	-
Protect Ring	C	60	-
Reflect Ring	B	110	-
Resist Ring	C	60	-
Sapphire Ring	C	80	-
Spirit Ring	B	90	-

Crests

Item	Rank	Req. Points	Req. Extras
Dark Seal	A	160	-
Demon's Seal	S	220	Claw of Shadow
Fonic Mark	B	130	-
Fonic Symbol	B	130	-
Holy Symbol	C	90	-
Krona Symbol	S	300	Wing of Light
Mystic Mark	B	110	-
Mystic Symbol	A	180	-
Knight Symbol	C	70	-
Spirit Symbol	C	90	-
Strange Mark	B	120	-
Wonder Symbol	S	280	Fonstone Fragment

Other Accessories

Capes

Item	Rank	Req. Points	Req. Extras
Cape	D	5	-
Elven Cape	A	100	-
Leather Cape	C	30	-
Thief's Cape	B	60	-

Boots

Item	Rank	Req. Points	Req. Extras
Fine Boots	C	30	-
Leather Boots	D	5	-
Rare Boots	A	100	-
Silver Boots	B	60	-

Jewels

Item	Rank	Req. Points	Req. Extras
Alexandrite	S	400	Tear of Ice
Aquamarine	A	150	-
Black Onyx	A	150	-
Garnet	A	150	-
Magic Mist	B	100	-
Moonstone	B	100	-
Opal	A	150	-
Ruby	A	150	-

Sculptures

Item	Rank	Req. Points	Req. Extras
Blue Sephira	B	180	-
Rebirth Doll	A	300	-

Should the results of your trade be an item you cannot carry any more of, Din automatically takes back the item and refunds you.

Refund Calculation
(Selling price of each item + required Points) x Store Level

TLP SYSTEM

As you perform certain favors and sub-events, you accumulate "Town Link Points". These points affect the flow of items from one town to another; the more points you have, the easier it is for items to get from the producing town to the stores of other towns. This translates into the price of items in those towns going down!

Shop Listings

See the Shop listing for a more in-depth look at how TLP affects each shop's prices.

CAPACITY CORES

Every time your character levels up, a myriad of statistics are gained (which can be viewed in the status menu). Capacity Cores manipulate the statistics you gain, including additional points to the base statistics obtained after a level up. Because of their ability to allow the player to determine what stats you're gaining, Capacity Cores are invaluable for learning the specific AD Skills you're looking for.

C. Core Name	Description	P. ATK	P. DEF	F. ATK	F. DEF	AGL	ENH	How to Get
Alca	Equipped by default when Guy first joins the party. Able to develop Agility.	1	-	-	-	2	-	Default on Guy.
Alca Forte	Contrary to "Solid Forte", equip when Attack AD Skills are desired.	2	-	-	-	3	-	In a drawer of the Governor's Office in Keterburg.
Alca Maggiore	Evenly increase both P. ATK and ENH. Can be acquired in the second visit to Tataroo Valley.	2	-	-	-	1	2	Treasure box at Tataroo Valley. Circular platform at the end of a corridor.
Balla Forte	Evenly develops all parameters except for P. DEF and F. DEF.	1	-	1	-	1	1	Treasure box at the Oracle Headquarters. Located in a middle room down the long hall with the octagonal room at the end.
Balla Maggiore	Able to develop all parameters. Useful for developing characters evenly.	1	1	1	1	1	1	Created at Din's (Deen) shop at Chesedonia.
Ballacido	Obtained in the Absorption Gate. Everything except for defensive parameters are increased.	2	-	2	-	2	1	Treasure box at the Absorption Gate. On the transporter with the red flame.
Esprit	A rare C. Core that allows you to develop ENH. Equipped by default on Anise.	-	-	-	2	-	1	Default on Anise.
Esprit Forte	Increases ENH by 2 for each Level Up. Recommended for all characters.	-	-	-	-	2	2	Treasure box in Daath. Located across the Tools Shop.
Grandioz	Greatly increase all parameters. Acquired when completing the puzzle in the last dungeon.	3	3	3	3	2	2	Treasure box at Eldrant. Need to use Mieu Fire.
Largamente	Doesn't develop all parameters evenly and is very difficult to acquire.	2	2	2	2	1	1	Created at Din's (Deen) shop at Chesedonia.
Lebhaft	Can be obtained at the Ruins in Feres Island. It is hard to spot in the location that it is in.	2	3	1	1	-	-	Treasure box at Feres Island. On the platform with the Mirror Goyle that requires Mieu Fire 2.
Lunatito	Acquired from a Treasure box at the Absorption Gate. Very powerful.	3	1	2	4	1	2	Treasure box at Radiation Gate. Close to the Starting point. Use Mieu Wing.
Marcato	Develops defensive paramaters and ENH. Especially beneficial for F. DEF.	-	1	-	3	-	2	Treasure box at Meggiora Highlands. By a green save point.
Nobile	Should be equipped on characters who mainly use F. ATK. Acquired when completing Barrelow X minigame.	-	-	2	1	-	-	Event at Katsbert. Barrelow X minigame.
Nocer	Equipped by default on Tear. Increase 3 paramaters evenly.	-	1	1	1	-	-	Default on Tear.

C. Core Name	Description	P. ATK	P. DEF	F. ATK	F. DEF	AGL	ENH	How to Get
Nocer Forte	Also known as an advanced version of the Nobile, but there is an additional bonus for Agility.	-	-	2	1	1	-	In the treasure box at the 14th mineshaft in Akzeriuth.
Nocer Maggiore	Acquired when obtaining a combined B rank. It is powerful, but is difficult to get in the middle stage of development.	-	1	3	1	-	-	Created at Din's (Deen) shop at Chesedonia.
Nocercido	Increases F. ATK by 4. Especially useful to equip on Jade and Tear who mainly use F. ATK.	-	-	4	2	-	-	Treasure box at Mt. Roneal.
Nocere	Equipped by default on Jade. Ability to develop F. ATK.	-	1	2	-	-	-	Default on Jade.
Parlanto	Significantly increases ENH. Use when the difficult to learn AD Skill, "EXP Plus" is desired.	-	-	-	-	4	4	Created at Din's (Deen) shop at Chesedonia.
Scild	Able to develop Defensive abilities.	-	2	-	1	-	-	Default on Natalia.
Scild Forte	Develops P. DEF and F. DEF. Equip when Defensive AD Skills are desired.	-	2	-	2	-	-	Treasure box at Yulia City. In the same room as the Collector's Book.
Scild Maggiore	Instantly boosts P. DEF. Useful when a Defensive AD Skill is desired during the middle stage of development.	-	3	-	1	1	-	Treasure box at Shurrey Hill. On the end of an upper hallway.
Scildecido	Increases the paramaters for everything except for Attack. Useful for developing Agility in the later stage.	-	1	-	1	3	2	Treasure box at the Tower of Rem. On the spiraling stairs.
Stre	Given to you by Ion in the Cheagle Forest. Beneficial in developing P. ATK in the initial stages of character growth.	2	1	-	-	-	-	Event in Cheagle Forest.
Stre Forte	Should be equipped on Anise who frequently uses both P. ATK and F. ATK.	3	-	1	-	-	-	Treasure box at Zao Ruins. On the landing of stairs.
Stre Maggiore	Develops P. ATK and P. DEF, which is essential for characters who mainly use close-range combat.	3	2	-	-	-	-	In a drawer of a room in Peony's Mansion at Grand Chokmah.
Strecido	Significantly increases P. ATK. Equip on characters who mainly use close-range combat.	4	1	-	1	-	-	Treasure box at Zaleho Mountain. By a yellow save point.
Styl	Develops P. ATK and ENH. Equip on characters who mainly do close-range combat.	2	-	-	-	-	1	Treasure box on the Tartarus. Room with the crate puzzle.
Tutti	Most powerful C. Core that can be stolen from Nebilim. All Parameters can be increased at a maximum amount.	4	4	4	4	4	4	Steal from Nebilim.

ARTES EXPLANATION

Every character has a select number of magical special attacks at their disposal; most of which are only used in battle. These attacks are initiated with ◉ in combat and come at the cost of TP (Technical Points). These moves are referred to as "Artes", and they're a vital aspect of combat.

BASE ARTES & ARCANE ARTES

Physical artes come in two types: base and arcane artes. Base artes are weaker special attacks that act as eventual catalysts for arcane artes. Many arcane artes require two base artes to be used a number of times before the arcane arte becomes available for use. The number of times an arte has been used is located in the Artes menu, directly under the attack's TP amount. Whether an attack is a base or arcane arte is also listed in the artes menu just under the attacks name.

It's important to use base arts as often as possible when they're first obtained. More and more arcane artes can only become available when base artes are used, so use them constantly for your character to continue to grow.

FONIC ARTES

Casting characters such as Jade or Tear focus on fonic artes, spell abilities that require a long period of charging to initiate. These artes make up for their long casting periods with potent damage ratings and wide areas of affect. Some fonic artes also have restorative capabilities, making them essential for battle.

MYSTIC ARTES

Every character has an extremely powerful attack at their disposal that can only be performed while they're in Over Limit mode. The command for this attack varies depending on the character being used. Refer to each individual character section for the commands of each Mystic Arte.

FON SLOT CHAMBERS

Artes can be upgraded through the use of "Fon Slot Chambers"; items that add special properties to special moves. These properties consist of a variety of things ranging from extra damage to extended stun times. Some properties are extremely rare, like the steal property, which enables an arte to sometimes take items from an enemy. The properties a chamber gives an arte are listed within the F.S Chamber menu at the bottom of the screen.

Equipped F.S. Chambers level up as the artes they're equipped to are used. A level is gained for every 20 uses of the technique. It must be used 100 times to reach the maximum level of 6. The higher the level, the bigger the chance of the FS Chamber's effective initiating.

Chamber Level	Chances of Effect Initiation
Level 1	0% - 19%
Level 2	20% - 39%
Level 3	40% - 59%
Level 4	60% - 79%
Level 5	80% - 99%
Level 6	100%

F.S. CHAMBER EFFECT EXAMPLES

Carmine Chamber (Red)
Increases arte Damage by 10%.
Increases healing spells effects by 15%.
Increases charge and Drain Magic effect by 15%. (Tear and Jade only)
Increases status up tech effect by 20%.
Increases Status Up/Down artes effect by 20%.
Increases "Invoke" arte effect by 20%. (Tear only)
Increases "Guardian" effect by 20%. (Luke, Guy, Anise only)
Increases "Healing Force" Effect by 20% (Natalia only)

Cobalt Chamber (Blue)
Increases "Guardian" effect time to 3 seconds.
Increases Blow Away Effect by 25%.
Decreases recovery time after casting spell by 25%.
Increases Status Up Tech effect time by 25%.
Increases Status Up/Down spell effect time by 25%.

Grass Chamber (Green)
Decrease arte TP consumption by 1/8.
Adds Cure Poison effect for First Aid. (Tear only)
Enables Steal ability on specific attacks.

Sunlight Chamber (Yellow)
Enables "FOF Change" artes without completing the FOF.

FIELD OF FONONS (FOF)

When certain fonons gather and concentrate in one area, a field is created based on a natural element. These fields appear in battle as colored rings. When a character is place inside a ring, the field can be used as a catalyst to initiate upgraded versions of artes. The artes in question can only be improved by a specific type of element (which is mentioned under each artes description in the main menu). These elements consist of the first fonon (Dark), second fonon (Earth), third fonon (Wind), fourth fonon (water), fifth fonon (fire), and the sixth fonon (light). These masses of elemental energy are called Fields of Fonons.

To create a FOF, commence an attack or spell that exerts a specific element. A circle should appear at the base of the attack. The size of the circle is dependant on the ability that creates the FOF. For instance, physical artes create fields that are only 25% of the size of a normal field. Spells create slightly larger fields depending on the level of the spell, those levels being Novice (50% FOF), Mid (75% FOF), and High (100% FOF).

Once your character is standing inside the FOF, use a technique or spell with a matching element to commence the new attack. Note that in the case of spells you don't actually have to stand in the FOF field; the spell itself can simply detonate inside the FOF to activate the new attack.

COMBAT MECHANICS AND TIPS

Combat Controls

✚ or ✚	Moves character in the corresponding direction.
✚, ✚, or ✚	Initiates a jump in the corresponding direction.
⊗	Initiates an attack.
●	Initiates a special Arte technique. Hold different directions on analog stick for additional techniques.
●	Opens battle menu.
●	Initiates a defensive stance with your character.
[button]	Opens enemy targeting selection.
[button]	Taunts (if AD Skill has been learned). Also activates Over Limit mode when available (if AD Skill has been learned).
[button]	Declines item usage requests.
[button]	Initiates Free Run mode (if AD Skill has been learned).
Start Button	Pauses game.
Select Button	Changes character's control mode.

Rules of Engagement

Upon running into an enemy on the field map, battle mode initiates. Your party members are dispersed across the field in a specific formation (determined by you in the strategy menu). A specific Hit Point rating (HP) is given to every character on the field. Attacking enemies lowers their overall HP value, while being attacked lowers yours. When a character's HP value reaches 0, they become Knocked Out (KO). If all of the enemies on the field are KO'd, you win. If your entire party becomes KO'd, the game is over.

The goal of battle is to defeat the enemy party. Press ⊗ to initiate attacks, while using ● to defend against the opposing enemy's offense. Unleash special Strike and Fonic Artes by pressing ●, which expels the TP gauge just below your HP. Play smart, use the abilities at hand, and lay waste to the foes attempting to thwart your journey!

Variable Attacks

Normal attacks performed with ⊗ come in different flavors. Pressing ✚ + ⊗ initiates a leaping attack that's strong against flying enemies. Pressing ✚ + ⊗ initiates an uppercut attack that lifts the enemy off of the ground. Pressing ✚ + ⊗ initiates what's considered to be a "wide swing" that often hits characters in an arc (not true for all characters). Learn to use upward swings to deal with flying enemies, while saving ground based attacks for the things that dwell below.

Important AD Skills

Magic Guard

While holding ●, press ✚ to initiate the Magic Guard technique. This ability lowers the damage taken from enemy spells. Since some spells have areas of affect large enough to make them difficult to avoid, the Magic Guard can be used as a last second effort to reduce the damage from the incoming blast.

Free Run

Hold [button] then press any direction on the left analog stick to initiate 360 degree character movement. Free Run is a vital aspect to every fight you'll encounter right from the get go. Because enemies utilize attacks with limited horizontal range, Free Run movement can be used to avoid such attacks and open windows to mount a counter attack. It's also great for circling to your enemy's rear or to avoid incoming spell blasts.

Recover

Press ● after getting knocked into the air to flip to your feet and land safely. This ability helps retain your footing after taking a heavy blow, which usually leaves you lying on the ground vulnerable to enemy attack. Use the Recover technique to avoid that position altogether.

Back Step & Back Action

Hold ● then press ✚ to initiate a backwards hop. This ability is helpful for quickly evading close range attacks that can't be avoided with Free Run or normal movement. A specific moment where this is commonly used is after you've mounted an unsuccessful attack (which is guarded). Performing the Back Step just after you recover from your move may evade the enemy attack, giving you enough time to regain your footing and attack them as they're recovering from their move. The Back Action AD Skill enables you to cancel the recovery of the Back Step into an attack, making the aforementioned technique easier to do.

Over Limit

Eventually your party learns an AD Skill called "Over Limit". This skill tacks on a meter directly below your TP gauge. As you attack enemies and take damage, this gauge slowly builds. When it reaches 100%, pressing ▣ initiates Over Limit mode.

Over Limit mode brings a myriad of benefits to the table. For one, it can be activated while your character is in almost any state, including when you're being hit by an enemy. The initial "burst" effect of the Over Limit starting animation damages and knocks away any enemies that may be surrounding you. This enables you to use the Over Limit as a "combo breaker" of sorts; knocking your enemy away from you to keep them from assaulting you further. Second, your character will not stagger while in Over Limit mode, enabling you to attack your unwary foe regardless of what they're trying to do to you. Lastly, Mystic Artes become available later in the game, which are only usable while in Over Limit mode.

The Over Limit system's biggest asset comes with its ability to push your enemy away from you, regardless if you're being hit or not. When it comes to your enemy's most damaging attacks (like Mystic Artes), it's vital to have a last resort up your sleeve if you're in a vulnerable position. Save your Over Limit for these moments to minimize casualties!

Battle Menu

A battle based menu is available for use. Press ▲ to bring it up. Explore the options available to you to meet the needs of your party members as they arise.

Artes

Just like in the normal menu, you can change your character's equipped artes here. It's also possible to initiate the artes of any of your available party members from this menu. This is especially useful when you need a character to cast a healing spell on a specific character when they aren't doing so by themselves.

Strategy

From here you can manipulate the way your party handles the opposing enemy. Some specific enemies may need to be targeted while the remainder of the group isn't a threat. Use this menu to change your party's targeting strategies or to adjust the way they expel TP.

QUICK STRATEGY CHANGE

While the Battle Menu is open, press ■ to toggle between a preset list of party commands; change your entire party's overall strategy with a button press. The options available include "Default", "Attack!", "Hold'em off!", and "On your guard!".

Equip

Change your equipment on the fly from here. Since equip-able items carry a wide range of effects useful for a variety of different enemies, being able to change items on the fly may be necessary.

Items

Use any of the tools available from here. With the constant barrage of enemy assaults thwarting your journey, tools become a necessity for a survival. Keep a long list of healing items and tools at all times.

Escape

Activating this item initiates Escape Mode. Once activated, a bar with the word "Escape" over it appears that slowly clocks down. Once it reaches zero, your party leaves the battle field. This feature is helpful for escaping high-risk battles that simply cannot be won through combat.

Combos

Whenever you hit a normal enemy, they go into a state called "Stagger". While staggered, the enemy cannot initiate an action, which includes defending, moving or attacking. In addition to this, the enemy is still vulnerable to follow-up attacks while staggered. Any attacks that connect after the first while an enemy is vulnerable in this manner result in a combo.

Combos are important for a variety of reasons. For one, initiating combos yields additional experience points at the end of a battle. The larger the combo, the more experience is earned. Two, since your enemy can't initiate any actions while they're being assaulted with a combination, you're completely safe to counter attack, essentially making them the perfect way to deal damage.

Keep in mind that there's one way for an enemy to escape Stagger if they're being pelted with a combination of attacks; the Over Limit burst. Many enemies will save their Over Limit gauge for just such a moment, so don't be surprised if your unrelenting attack is nullified.

The "Big Guy" Stagger Exception

Some enemies do not immediately enter Stagger after being hit. In fact, in some cases, it takes several consecutive hits to even faze them. This means that it's difficult to start combo attacks against these characters, often causing you to risk taking damage if you're attempting to even attack them.

This is referred to as the "Big Guy" exception because this is often the case against large normal enemies and boss characters. Regardless of whether or not it's difficult, this doesn't mean combos aren't useful against this enemy type. Staggering these characters so that you can initiate a combo against them is a big part of defeating them swiftly and efficiently.

There are a handful of specific moments where an enemy is more vulnerable to being staggered. Hitting an enemy in their back raises your chances of staggering them. The same goes for attacking an enemy when they're recovering from a move. Spells also have a high chance of staggering an enemy, and since they can't be guarded using the same means, they generally become the most used method of opening a boss character up for a combo.

Being able to tell when an enemy becomes staggered is an important aspect of battle. Pay close attention to the way your enemy reacts to a hit at all time. If they're staggered by a hit, take advantage of the opening and always go for a follow up combo!

The Cancel

The Cancel is the art of cutting off the recovery animation of an attack and shifting it directly into a different attack. It essentially leaves no gaps in-between the two moves, enabling you to take advantage of Staggering and perform combos in an easier manner. Performing a cancel involves inputting the command for a second attack just as the first hits. The moves that are cancelable vary greatly depending on their status, but more commonly, most combos start with normal attacks being canceled into artes. For example:

1. Attack your enemy with Luke's 3-hit normal attack string: ⊗,⊗,⊗

2. Right as the final hit of Luke's string connects, press ◉ to initiate his Fang Blade base arte. The combo counter should continue to rise, adding the hits from the Fang Blade together with the normal hits.

Other types of cancels can be performed, however. Specifically, base artes can be canceled into arcane artes. This enables you to commence some rather brutal amalgamations when combined with the ability to cancel normal attacks. For example:

1. Again attack your enemy with Luke's 3-hit normal attack string: ⊗,⊗,⊗

2. Right as the final hit of Luke's string connects, initiate his Havoc Strike base arte.

3. Just after Luke's Havoc Strike connects for 2 hits, input the command for his Fang Blade Rage arcane arte.

With the basic rules for canceling shown, add a Mystic Arte to the end of your Arcane arte to add even more kick to your arrangement of deadly moves.

1. Enter Over Limit mode and attack your enemy with Luke's 3-hit normal attack string: ⊗,⊗,⊗.

2. Right as the final hit of Luke's string connects, initiate his Rending Thrust base arte.

3. As the Rending thrust starts to recover, input the command for Luke's Light Spear Cannon arcane arte.

4. Hold ⊗ during the arcane arte to initiate the final blow; Luke's Radiant Howl mystic arte.

FOF Arte Cancel Rules

FOF artes cannot be canceled in any shape or form, even if the FOF arte was originally a base arte. In other words, you can't cancel an FOF base arte into an arcane arte. You can, however, still cancel a base arte into an FOF arcane arte. It's also possible to shift into a mystic arte after a FOF changed arte, regardless of whether or not it's a base or arcane arte.

The Over Limit Exception

Because of the unusual properties behind the Over Limit, it's possible to cancel into it from *any* attack available to you, including base and arcane artes. Although not exactly useful considering the Over Limit burst deals minimal damage, it's still worth noting of you're looking for fancy way to enter Over Limit mode.

Grade

At the end of a battle, Grade Points are earned depending on how well you performed. GP is used at the Keterburg Casino to purchase chips, or as a means to buy upgrades from the Grade Shop after finishing the game (refer to the "Extras" chapter). The following is a chart the shows what actions affect grade point accumulation at the end of battle.

Conditions	Value	Notes
Boss defeated	10	-
# hits in final attack	0.02	Increased by the number of combo hits at time of defeat, multiplied by the Value.
Damage taken	-0.01	Decreased the amount of times damaged
Attack blocked	0.01	Increased the amount of times guarded
Player character defeated	-1	Happened only once per battle
10 hit combo	0.25	Happened only once per battle
25 hit combo	0.5	Happened only once per battle
50 hit combo	1	Happened only once per battle
100 hit combo	2	Happened only once per battle
FOF Change used	0.25	Increased the amount of times FOF is used
Max HP at end of battle	0.25	Value increased by the number of characters who fulfill the condition
Max TP at end of battle	0.25	Value increased by the number of characters who fulfill the condition
Finished in 10 sec or less	1	If won under 10 seconds, the value is increased by 1
Finished in 20 sec or less	0.5	If won under 20 seconds, the value is increased by 0.5
Mystic Arte used	1	Value increased by the number of times Mystic Arte is used
No damage taken	0.5	If entire party did not receive any damage
Recovery item used	-0.1	Value decreased by the number of times used
Resistant attacks used	-0.02	Value decreased by the number of times Attack is used
Blocked with Magic Guard	0.02	Value increased by the number of times guard is used
Battle Difficulty bonus (Hard)	1.25	Granted for winning a battle in Hard mode
Battle Difficulty bonus (Very Hard)	1.5	Granted for winning a battle in Very Hard mode
Battle Difficulty bonus (Unknown)	2	Granted for winning a battle in Unknown mode

LUKE FON FABRE

As the default playing character, Luke will most likely end up being your most-used member of the group. With no spells or restorative capabilities, Luke's attributes and strengths lean towards all out aggression. His fast and damaging normal attacks combined with his powerful array of physical artes enables him to deal a massive amount of damage with well-placed combos.

Statistics	
Age	17
Birth Date	?
Gender	Male
Height	171cm
Weight	68kg
Class	Swordsman
Weapon	Sword

Titles
Duke's Son
Frightful One
Ambassador
Replica Model
Passage Commander
Lost Child
Swordsman of Lorelei
Barrel Breaker
Financial Investor
Noble Rogue
Towel Boy

Titles
Wild Saber
Cook
Viscount
Vagabond Son
Dragon Buster
Swords of Swords
Abyss Red
Berserker
Tactical Leader
Dragon Buster?

F.S. CHAMBER ADVICE

Luke's Raging Blast needs a Grass Chamber upgrade as soon as it can possibly get it, as the Steal ability is always useful to you. His Rending Thrust ability should be equipped with a Cobalt Chamber, which increases the Hit Stun on the technique significantly.

With the upgrade, it's possible to link another set of normal attacks after the Rending Thrust connects (the timing is strict, making it difficult). Because of this, you can repeat the combo ⊗⊗⊗ ⇨ Rending Thrust indefinitely until your TP has expired. It's an infinite combination of hits that can eradicate the majority of the enemies you'll face. Finally, put a Cobalt Chamber into the Guardian skill for good measure. In combination with the defense increase it grants, the Cobalt Chamber removes the ability for Luke to be stunned by attacks, essentially giving him a pseudo Over Limit mode.

ATTACK ADVICE

Luke's unique 5-hit wide swing string (✚ + ⊗⊗⊗) is the highest hitting normal string available to any of the Tales cast. When low on TP, abuse this string heavily to gain 1 point more of TP then you would usually get from his 3-hit string.

Never cancel your normal attacks into artes unless the initial string hits the enemy. Luke's normal string is safe to counter attack if blocked, but if you cancel into an arte, you'll not only waste TP, but you'll also be open for a beating. Confirm whether the initial hits of Luke's string are hitting before canceling into a special technique.

COMBO EXAMPLES

Normal attack x 3 ⇨ Havoc Strike ⇨ Rending Fang Blade

Normal attack x 3 ⇨ Rending Thrust ⇨ Light Spear Cannon ⇨ Radiant Howl

LUKE'S ARTES

Fang Blade

Slash the enemy down and then up into the air.

Type	ATR	TP	Target	Power
P.Atk	-	5	Single enemy	150

FOF	Learn
-	Luke starts with this

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Lightning Tiger Blade

Slash the enemy down and then up into the air with electrical power.

FOF Activator
Wind

Type	ATR	TP	Target	Power
P.Atk	Wind	5	Single enemy	300

Havoc Strike

A fierce kick attack from above.

Type	ATR	TP	Target	Power
P.Atk	-	5	Single enemy	130

FOF	Learn
-	LV4

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Burning Havoc

A fierce burning kick from above.

FOF Activator
Fire

Type	ATR	TP	Target	Power
P.Atk	Fire	5	Single enemy	280

Rending Thrust

A thrust attack followed by an uppercut.

Type	ATR	TP	Target	Power
P.Atk	-	9	Single enemy	140

FOF	Learn	FS Chambers
-	LV28	**Carmine**: Damage +10%
		Cobalt: 25% chance of knockback
		Grass: TP cost reduced by 1/8
		Sunlight: FOF activation

FOF: Rending Quake

A thrust attack followed by an earth-powered uppercut.

FOF Activator
Earth

Type	ATR	TP	Target	Power
Physical	Earth	9	Single enemy	260

Steel

Concentrate and temporarily raise your chances of making a critical hit by 5%.

Type	ATR	TP	Target	Power
-	-	7	Self	-

FOF	Learn	FS Chambers
-	LV12	**Carmine**: Effect up 20%
		Cobalt: Duration up 25%
		Grass: Recover 8% max HP
		Cobalt: 25% chance of knockback

FOF: Coil

Concentrate and temporarily raise your chances of making a critical hit by 10%.

FOF Activator
Fire

Type	ATR	TP	Target	Power
-	-	7	Self	-

Raging Blast

Unleash a burst of power from within that downs the enemy.

Type	ATR	TP	Target	Power
Physical	-	10	Single enemy	180

FOF	Learn	FS Chambers
-	LV8	**Carmine**: Damage +10%
		Cobalt: 25% chance of knockback
		Grass: Steal item from enemy
		Sunlight: FOF activation

FOF: Frigid Blast

Unleash a burst of ice power that downs the enemy.

FOF Activator
Water

Type	ATR	TP	Target	Power
Physical	Water	10	Single enemy	320

Light Spear Cannon

A spinning blade attack that knocks the enemy into the air.

Type	ATR	TP	Target	Power
Physical	-	20	Single enemy	260

FOF	Learn	FS Chambers
-	LV45	**Carmine**: Damage +10%
		Cobalt: 25% chance of knockback
		Grass: TP cost reduced by 1/8
		Sunlight: FOF activation

FOF: Light Blast

A spinning light-blade attack that knocks the enemy into the air.

FOF Activator
Wind

Type	ATR	TP	Target	Power
Physical	Light	20	Single enemy	400

Guardian Field

Light emanating from your sword damages surrounding enemies and heals all allies (10% of max HP) within range.

Type	ATR	TP	Target	Power
Physical	Light	16	All in radius	260

FOF	Learn	FS Chambers
Light/Med/1	LV32	**Carmine**: Heals 15% of max HP
		Cobalt: 25% chance of knockback
		Grass: TP cost reduced by 1/8
		Sunlight: FOF activation

FOF: Guardian Frost

Ice emanating from your sword damages surrounding enemies and heals all allies (10% of max HP) within range.

FOF Activator
Water

Type	ATR	TP	Target	Power
Physical	Water	16	Enemies in radius	440

Devil's Inferno

A fiery blast from your sword sends frontal enemies flying.

Type	ATR	TP	Target	Power
Physical	Fire	18	Single enemy	350

FOF	Learn	FS Chambers
Fire/Medium/1	LV49	**Carmine**: Damage +10%
		Cobalt: 25% chance of knockback
		Grass: TP cost reduced by 1/8
		Sunlight: FOF activation

FOF: Devil's Maw

A rock-blast sends frontal enemies flying.

FOF Activator
Earth

Type	ATR	TP	Target	Power
Physical	Earth	18	Single enemy	500

Swallow Fury

A flurry of slashes and kicks.

Type	ATR	TP	Target	Power
Physical	-	20	Single enemy	320

FOF	Learn	FS Chambers
-	LV53	**Carmine**: Damage +10%
		Cobalt: 25% chance of knockback
		Grass: Steal item from enemy
		Sunlight: FOF activation

FOF: Shadow Fury

A flurry of slashes and kicks.

FOF Activator
Fire

Type	ATR	TP	Target	Power
Physical	Dark	20	Single enemy	480

Demon Fist

Unleash a powerful shockwave along the ground.

Type	ATR	TP	Target	Power
Physical	-	6	Single enemy	130

FOF	Learn	FS Chambers
-	Sub Event: Luke's New Technique (1 of 4)	**Carmine**: Damage +10%
		Cobalt: 25% chance of knockback
		Grass: TP cost reduced by 1/8
		Sunlight: No effect

Sonic Thrust

Powerful thrusts that bring down the enemy.

Type	ATR	TP	Target	Power
Physical	-	5	Single enemy	140

FOF	Learn	FS Chambers
-	Sub Event: Learning Sonic Thrust!	**Carmine**: Damage +10%
		Cobalt: 25% chance of knockback
		Grass: TP cost reduced by 1/8
		Sunlight: No effect

Lightning Blade

A electrifying thrust attack.

Type	ATR	TP	Target	Power
Physical	Wind	11	Single enemy	220

FOF	Learn	FS Chambers
Wind/Small/1	Sub Event: Luke's New Technique (4 of 4)	**Carmine**: Damage +10%
		Cobalt: 25% chance of knockback
		Grass: TP cost reduced by 1/8
		Sunlight: No effect

Slag Assault

Strike the earth and send rock fragments flying toward the enemy.

Type	ATR	TP	Target	Power
Physical	Earth	12	Single enemy	240

FOF	Learn	FS Chambers
Earth/Small/1	Sub Event: Luke's New Technique (2 of 4)	**Carmine**: Damage +10%
		Cobalt: 25% chance of knockback
		Grass: TP cost reduced by 1/8
		Sunlight: No effect

Sonic Blast

Rapid thrusts create powerful wind blasts that send the enemy flying.

Type	ATR	TP	Target	Power
Physical	Wind	10	Single enemy	250

FOF	Learn	FS Chambers
Wind/Small/1	Sub Event: Luke's New Technique (3 of 4)	**Carmine**: Damage +10%
		Cobalt: 25% chance of knockback
		Grass: TP cost reduced by 1/8
		Sunlight: No effect

Fang Blade Havoc

A combination of Fang Blade and Havoc Strike.

Type	ATR	TP	Target	Power
Physical	-	16	Single enemy	310

FOF	Learn	FS Chambers
-	LV15 + 50 Fang Blades & Havoc Strikes	**Carmine**: Damage +10%
		Cobalt: 25% chance of knockback
		Grass: TP cost reduced by 1/8
		Sunlight: No effect

Rending Fang Blade

A combination of Fang Blade & Rending Thrust.

Type	ATR	TP	Target	Power
Physical	-	20	Single enemy	320

FOF	Learn	FS Chambers
-	LV35 + 50 Fang Blades & Rending Thrusts	**Carmine**: Damage +10%
		Cobalt: 25% chance of knockback
		Grass: TP cost reduced by 1/8
		Sunlight: No effect

Fang Blade Rage

A combination of Fang Blade and Raging Blast.

Type	ATR	TP	Target	Power
Physical	-	21	Single enemy	310

FOF	Learn	FS Chambers
-	LV18 + 50 Fang Blades & Raging Blasts	**Carmine**: Damage +10%
		Cobalt: 25% chance of knockback
		Grass: TP cost reduced by 1/8
		Sunlight: No effect

Rending Havoc

A combination of Havoc Strike and Rending Thrust.

Type	ATR	TP	Target	Power
Physical	-	22	Single enemy	300

FOF	Learn	FS Chambers
-	LV38 + 50 Havoc Strikes & Rending Thrusts	**Carmine**: Damage +10%
		Cobalt: 25% chance of knockback
		Grass: TP cost reduced by 1/8
		Sunlight: No effect

Raging Havoc

A combination of Havoc Strike and Raging Blast.

Type	ATR	TP	Target	Power
Physical	-	23	Single enemy	360

FOF	Learn	FS Chambers
-	LV24 + perform 50 Havoc Strikes & Raging Blasts	**Carmine**: Damage +10%
		Cobalt: 25% chance of knockback
		Grass: TP cost reduced by 1/8
		Sunlight: No effect

Rending Blast

A combination of Rending Thrust and Raging Blast.

Type	ATR	TP	Target	Power
Physical	-	24	Single enemy	340

FOF	Learn	FS Chambers
-	LV41 + perform 50 Rending Thrusts & Raging Blasts	**Carmine**: Damage +10%
		Cobalt: 25% chance of knockback
		Grass: TP cost reduced by 1/8
		Sunlight: No effect

Guardian

Increases defense against certain attacks.

Type	ATR	TP	Target	Power
-	-	30	Self	-

FOF	Learn	FS Chambers
-	LV21	**Carmine**: Effect up 20%
		Cobalt: Duration up to 3 seconds
		Grass: TP cost reduced by 1/8
		Sunlight: No effect

LUKE'S MYSTIC ARTES

Radiant Howl

Type	ATR	TP	Target	Power
Physical	-	0	Enemies in target radius	1000

Activation

After Luke cuts his hair, learn. Special AD Skill to acquire. Hold [X] while performing any arcane arte or FOF arte during Over Limit.

Lost Fon Drive

Type	ATR	TP	Target	Power
Physical	-	50	Enemies in target radius	2600

Activation

Beyond the second playthrough, when Luke's HP is 15% or less and he has the Key of Lorelei equipped, press [X] [O] [O] during Over Limit.

TEAR GRANTS

Sporting a plethora of restorative back up spells, Tear's focus is support magic. Her intertwining efforts of keeping your party healthy while granting status upgrades and planting Fields of Fonons across the battlefield makes her one your strongest party members. Her only downfall is her lack of offensive options (which are particularly weak regardless). She still has a handful of attack magic that happens to be rather potent, like Holy Lance and Judgment, but in most cases that should be left to Jade.

Statistics

Age	16
Birth Date	1st day (Efreet), Lorelei Decan, ND2002
Gender	Female
Height	162cm
Weight	50kg
Class	Crooner
Weapon	Staff

Titles
Mysterious Intruder
Van's Sister
Strong of Heart
Fonic Hymn Master
Singer of the Verse
Locrian Colonel
Easygoing Waitress
Big Sister
Servant of Melodies

Titles
Grand Chef
Cool Chick
Rental Beauty
Flower of the Qliphoth
Proud Maid
Perfect Healer
Abyss Black
Monster Collector

F.S. CHAMBER ADVICE

First Aid deserves a Carmine Chamber on it simply because of its inherent usefulness and cheap TP cost (which raises the amount of HP restored from the spell). Force Field, which *completely nullifies damage* for a short period of time, gains a longer window of effectivity from a Cobalt Chamber. This combination happens to be rather potent against a myriad of boss characters that are usually terribly difficult to deal with (like Sword Dancer for example). For good measure, slap a Grass Chamber on to Resurrection to lessen the massive TP cost of the ability.

ATTACK ADVICE

Tear's "Invoke" series of spells are helpful to the offensive characters in a party, but if you're not specifying which is worth doing to the computer controlled Tear, she'll throw them out at random. Since only specific artes are equipped to your characters, remove any of the Invoke spells that aren't immediately effective with your main party's most used FOF attacks.

COMBO EXAMPLES

Normal attack x 3 ⇨ Severed Fate

Nocturnal Light ⇨ Severed Fate

TEAR'S ARTES

Pow Hammer

A Pow Hammer knocks the enemy silly. Sometimes renders the enemy unconscious.

Type	ATR	TP	Target	Power
Physical	-	4	Single enemy	150

FOF	Learn
-	Lv5

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Frozen Hammer

An icy hammer knocks the enemy silly.

FOF Activator
Water

Type	ATR	TP	Target	Power
Physical	Water	4	Single enemy	330

Nocturnal Light

Hurl blades toward the enemy.

Type	ATR	TP	Target	Power
Physical	-	9	Single enemy	210

FOF	Learn
-	Lv13

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Inlay Nocturne

Hurl rocks at the enemy.

FOF Activator
Earth

Type	ATR	TP	Target	Power
Physical	Earth	9	Single enemy	400

Severed Fate

Jump and throw blades that create a damaging force field when they pierce the ground.

Type	ATR	TP	Target	Power
Physical	-	14	Single enemy	300

FOF	Learn
-	Lv30

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Fatal Circle

Jump and throw blades that create a damaging storm when they pierce the ground.

FOF Activator
Wind

Type	ATR	TP	Target	Power
Physical	Light	14	Single enemy	450

Banishing Sorrow

Attack the enemy with a blast of Fonic power.

Type	ATR	TP	Target	Power
Physical	-	18	Single enemy	300

FOF	Learn
-	Lv40

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: Steal item from enemy
Sunlight: FOF activation

FOF: Searing Sorrow

Attack the enemy with a blast of Fonic fire.

FOF Activator
Fire

Type	ATR	TP	Target	Power
Physical	Fire	18	Single enemy	500

First Aid

Restore 25% of max HP to one ally.

Type	ATR	TP	Target	Power
-	-	8	Single ally	-

FOF	Learn
-	Tear starts with this

FS Chambers
Carmine: HP gain +15%
Cobalt: Recovery time reduced by 25%
Grass: Also cures Poison
Sunlight: FOF activation

FOF: Meditation

Restore 50% of max HP to one ally.

FOF Activator
Water

Type	ATR	TP	Target	Power
-	-	8	Single ally	-

Healing Circle

Restore 40% of max HP to all allies within range. Heals all allies when used outside of battle.

Type	ATR	TP	Target	Power
-	-	32	Allies in radius	-

FOF	Learn
-	Lv20

FS Chambers
Carmine: HP gain +15%
Cobalt: Recovery time reduced by 25%
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Fairy Circle

Restore 60% of max HP to all allies within range.

FOF Activator
Wind

Type	ATR	TP	Target	Power
-	-	32	Allies in radius	400

Revitalize

Use the Fourth Fonon to restore 60% of max HP to allies within range. Heals all allies when used outside of battle.

Type	ATR	TP	Target	Power
-	-	80	Allies in radius	-

FOF	Learn
-	Lv44

FS Chambers
Carmine: HP gain +15%
Cobalt: Recovery time reduced by 25%
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

Resurrection

Revive one fallen ally with 50% max HP.

Type	ATR	TP	Target	Power
-	Light	40	Single ally	-

FOF	Learn
Light/Med/4	Lv27

FS Chambers
Carmine: HP gain +15%
Cobalt: Recovery time reduced by 25%
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Regenerate

Revive one fallen ally with 75% max HP.

FOF Activator
Water

Type	ATR	TP	Target	Power
-	-	40	Single ally	-

Charge

Give 15 TP to one ally.

Type	ATR	TP	Target	Power
-	-	20	Single ally	

FOF	Learn
-	Lv16

FS Chambers
Carmine: TP gain +15%
Cobalt: Recovery time reduced by 25%
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Tribute

Give 15 TP to all allies.

FOF Activator
Earth

Type	ATR	TP	Target	Power
-	-	20	All allies	-

Enhance Cast

Shorten the casting time for one ally by 20%.

Type	ATR	TP	Target	Power
-	-	18	Single ally	-

FOF	Learn
-	Lv37

FS Chambers
Carmine: Effect up 20%
Cobalt: Duration up 25%
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Witchcraft

Shorten the casting time for all allies within range by 20%.

FOF Activator
Wind

Type	ATR	TP	Target	Power
-	-	18	Allies in radius	-

Eclair de Larmes

Burn a glyph into the ground that damages all enemies standing on it.

Type	ATR	TP	Target	Power
Fonic	Light	20	Enemies in ring	402

FOF	Learn
Light/Med/2	Lv33

FS Chambers
Carmine: Damage +10%
Cobalt: Recovery time reduced by 25%
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Flamme Rouge

Burn a glyph into the ground that burns all enemies standing on it.

FOF Activator
Fire

Type	ATR	TP	Target	Power
Fonic	Fire	20	Enemies in ring	540

Holy Lance

The targeted enemy is showered with sacred spears of light.

Type	ATR	TP	Target	Power
Fonic	Light	34	Enemies in target radius	650

FOF	Learn
Light/Med/4	Lv48

FS Chambers
Carmine: Damage +10%
Cobalt: Recovery time reduced by 25%
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Cluster Raid

The targeted enemy is skewered with spears of stone.

FOF Activator
Earth

Type	ATR	TP	Target	Power
Fonic	Earth	34	Enemies in target radius	800

Invoke Ground

Invoke an Earth-based FOF.

Type	ATR	TP	Target	Power
-	Earth	8	Allies in radius	-

FOF	Learn
Earth/Med/2	Lv9

FS Chambers
Carmine: Effect +20%
Cobalt: Duration up 25%
Grass: TP cost reduced by 1/8
Sunlight: No effect

Invoke Aqua

Invoke a Water-based FOF.

Type	ATR	TP	Target	Power
-	Water	8	Allies in radius	-

FOF	Learn
Aqua/Med/2	Lv10

FS Chambers
Carmine: Effect +20%
Cobalt: Duration up 25%
Grass: TP cost reduced by 1/8
Sunlight: No effect

Invoke Flame

Invoke a Fire-based FOF.

Type	ATR	TP	Target	Power
-	Fire	8	Allies in radius	-

FOF	Learn
Fire/Med/2	Lv11

FS Chambers
Carmine: Effect +20%
Cobalt: Duration up 25%
Grass: TP cost reduced by 1/8
Sunlight: No effect

Invoke Gale

Invoke a Wind-based FOF.

Type	ATR	TP	Target	Power
-	Wind	8	Allies in radius	-

FOF	Learn
Wind/Med/2	Lv12

FS Chambers
Carmine: Effect +20%
Cobalt: Duration up 25%
Grass: TP cost reduced by 1/8
Sunlight: No effect

Nightmare

Use the First Fonon to put targeted enemies to sleep.

Type	ATR	TP	Target	Power
Fonic	Dark	8	Single enemy	240

FOF	Learn
Dark/Med/2	Tear starts with this

FS Chambers
Carmine: Damage +10%
Cobalt: Recovery time reduced by 25%
Grass: TP cost reduced by 1/8
Sunlight: No effect

Force Field

Use the Second Fonon to temporarily protect all allies within range for 5 seconds.

Type	ATR	TP	Target	Power
-	-	28	Allies in radius	

FOF	Learn
-	Fubras river w/ Arietta encounter

FS Chambers
Carmine: Recovery time reduced by 25%
Cobalt: Duration up 25%
Grass: TP cost reduced by 1/8
Sunlight: No effect

Holy Song

Use the Third Fonon to increase the attack and defense of all allies by 10%, and restore 20% of max HP.

Type	ATR	TP	Target	Power
-	-	48	All allies	-

FOF	Learn
-	Talk to Layla in Yulia City

FS Chambers
Carmine: Effect up 20%
Cobalt: Duration up 25%
Grass: TP cost reduced by 1/8
Sunlight: No effect

Judgment

Use the Fifth Fonon to summon judgment from the heavens and strike down all enemies.

Type	ATR	TP	Target	Power
Fonic	Fire	32	All enemies	8000

FOF	Learn
-	After Luke visits doctor in Belkend (before fighting Largo), go to Daath and enter Ion's room

FS Chambers
Carmine: Damage +10%
Cobalt: Recovery time reduced by 25%
Grass: TP cost reduced by 1/8
Sunlight: No effect

Grand Cross

Use the Sixth Fonon to call forth sacred light that damages all enemies within range.

Type	ATR	TP	Target	Power
Fonic	Light	48	Enemies in radius	800

FOF	Learn
Light/Large/4	Lv58

FS Chambers
Carmine: Damage +10%
Cobalt: Recovery time reduced by 25%
Grass: TP cost reduced by 1/8
Sunlight: No effect

TEAR'S MYSTIC ARTES

Innocent Shine

Type	ATR	TP	Target	Power
Fonic	Light	0	Single enemy	1200

Activation
After learning the AD Skills "Over Limit" and "Special", activate Over Limit and cast any high level fonic arte or fonic hymn.

Fortune's Arc

Type	ATR	TP	Target	Power
Fonic	Light	100	Single enemy	1500

Activation
Beyond the second playthrough after learning 0. Special AD Skill, using all Fonic Songs 50 times each opens up this move. Cast Judgment during Over Limit to use.

JADE CURTISS

Jade is your party's strongest offensive spell caster. His fonic artes are a potent array of dazzling fireworks that blast large areas of the field with elemental magic. The damage output on these spells is massive, and the total amount of enemies they can damage at a time is often large. Place him in the back of your party and let him eradicate the field with his might!

Statistics	
Age	35
Birth Date	22nd day (Lorelei), Sylph Decan, ND1982
Gender	Male
Height	186cm
Weight	74kg
Class	Fonist
Weapon	Spear

Titles
Colonel
Necromancer
Father of Fomicry
Insightful One
Soft Meanie
Emperor's Best Friend
Gambler at Heart
Experimental Chef

Titles
Lawman
Evil Fonist?
Resort King
Doctor Mambo
Battle Master
Abyss Blue
Item Collector

F.S. CHAMBER ADVICE

If you're using Jade as the controlled character, equip a Grass Chamber to his Thunder Lance to add the Steal effect to it. Place a Grass Chamber on his Meteor Storm ability as well; it lowers the massive TP cost some. Also put a Carmine Chamber on his Splash for a basic damage increase to an already effective spell.

ATTACK ADVICE

Keep in mind that Jade doesn't need to be standing on a FOF circle to take advantage of them with spells. Start the casting period for one of your artes then manually cast a matching FOF circle with Tear. Invoke spells have fairly small casting times, so she should finish releasing the circle just in time for Jades spell to blast it and everything around it.

COMBO EXAMPLES

Normal attack x 3 ⇨ Thunder Lance

Infernal Prison, activate Over Limit mode, then perform Indignation.

JADE'S ARTES

Thunder Lance

Lances infused with lightning rain down upon the enemy.

Type	ATR	TP	Target	Power
Physical	Wind	8	Single enemy	160

FOF	Learn
Wind/Small/1	Lv17

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: Steal item from enemy
Sunlight: FOF activation

FOF: Lightning Tempest

Very powerful lightning lances rain down on the enemy.

FOF Activator
Wind

Type	ATR	TP	Target	Power
Physical	Wind	8	Single enemy	260

Sonic Spear

A blindingly fast thrust attack.

Type	ATR	TP	Target	Power
Physical	-	6	Single enemy	140

FOF	Learn
-	Jade starts with this

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Crushing Spear

A blindingly fast earth-spear attack.

FOF Activator
Earth

Type	ATR	TP	Target	Power
Physical	Earth	6	Single enemy	300

Impaling Heaven

Launch the enemy into the air and then follow up with a thrust attack.

Type	ATR	TP	Target	Power
Physical	-	12	Single enemy	260

FOF	Learn
-	Lv32

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Goring Hell

Launch the enemy into the air and then follow up with a flaming thrust attack.

FOF Activator
Fire

Type	ATR	TP	Target	Power
Physical	Fire	12	Single enemy	400

Sovereign Blade

Summon the wind with your spear to damage the enemy.

Type	ATR	TP	Target	Power
Physical	Wind	10	Single enemy	240

FOF	Learn
Wind/Med/1	Lv44

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Mighty Deluge

Summon the water with your spear to drown the enemy.

FOF Activator
Water

Type	ATR	TP	Target	Power
Physical	Water	10	Single enemy	440

Drain Magic

Absorb 10 TP from the targeted enemy.

Type	ATR	TP	Target	Power
-	-	4	Single enemy	-

FOF	Learn
-	Lv20

FS Chambers
Carmine: TP drain +15%
Cobalt: Recovery time reduced by 25%
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Absorption

Absorb 15 TP from the targeted enemy.

FOF Activator
Water

Type	ATR	TP	Target	Power
-	-	4	Single enemy	-

Energy Blast

Create a small explosion that damages the targeted enemy.

Type	ATR	TP	Target	Power
Fonic	-	7	Single enemy	250

FOF	Learn
-	Jade starts with this

FS Chambers
Carmine: Damage +10%
Cobalt: Recovery time reduced by 25%
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Photon

Create a large explosion that damages the targeted enemy.

FOF Activator
Wind

Type	ATR	TP	Target	Power
Fonic	Light	7	Single enemy	360

Stalagmite

Jagged rocks burst through the ground and attack the targeted enemy.

Type	ATR	TP	Target	Power
Fonic	Earth	14	Enemies in target radius	420

FOF	Learn
Earth/Med/2	Lv9

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Eruption

Fiery lava bursts through the ground and attacks the targeted enemy.

FOF Activator
Fire

Type	ATR	TP	Target	Power
Fonic	Fire	14	Enemies in target radius	540

Ground Dasher

Releases the mighty power of the earth.

Type	ATR	TP	Target	Power
Fonic	Earth	32	Enemies in target radius	630

FOF	Learn
Earth/Big/4	Lv36

FS Chambers
Carmine: Damage +10%
Cobalt: Recovery time reduced by 25%
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Frigid Coffin

Releases the mighty power of ice.

FOF Activator
Water

Type	ATR	TP	Target	Power
Fonic	Water	32	Enemies in target radius	800

Splash

Calls forth powerful blasts of water from above.

Type	ATR	TP	Target	Power
Fonic	Water	18	Enemies in target radius	380

FOF	Learn
Water/Med/2	Lv13

FS Chambers
Carmine: Damage +10%
Cobalt: Recovery time reduced by 25%
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Icicle Rain

Calls forth powerful ice shards from above.

FOF Activator
Earth

Type	ATR	TP	Target	Power
Fonic	Water	18	Enemies in target radius	480

Blessed Drops

Water bubbles forth and explodes beneath the feet of the targeted enemy.

Type	ATR	TP	Target	Power
Fonic	Water	32	Enemies in target radius	644

FOF	Learn
Water/Big/4	Lv40

FS Chambers
Carmine: Damage +10%
Cobalt: Recovery time reduced by 25%
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Divine Saber

Electricity explodes beneath the feet of the targeted enemy.

FOF Activator
Wind

Type	ATR	TP	Target	Power
Fonic	Wind	32	Enemies in target radius	900

Flame Burst

Create a small burst of fire that damages the targeted enemy.

Type	ATR	TP	Target	Power
Fonic	Fire	22	Single enemy	400

FOF	Learn
Fire/Med/2	Lv28

FS Chambers
Carmine: Damage +10%
Cobalt: Recovery time reduced by 25%
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Explosion

Create a large burst of energy that damages the targeted enemy.

FOF Activator
Wind

Type	ATR	TP	Target	Power
Fonic	Fire	22	Enemies within target radius	650

Infernal Prison

Surround the targeted enemy with pillars of fire.

Type	ATR	TP	Target	Power
Fonic	Fire	38	Enemies within target radius	700

FOF	Learn
Fire/Big/4	Lv52

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: No effect

FOF: Raging Mist

Surround the targeted enemy with damaging mists.

FOF Activator
Water

Type	ATR	TP	Target	Power
Fonic	Water + Fire	38	Enemies in target radius	795

Turbulence

Send the enemy flying with violent blasts of wind.

Type	ATR	TP	Target	Power
Fonic	Wind	15	Enemies within target radius	360

FOF	Learn
Wind/Med/2	Lv24

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Flare Tornado

Send the enemy flying with violent blasts of fire.

FOF Activator
Fire

Type	ATR	TP	Target	Power
Fonic	Fire	15	Enemies within target radius	495

Thunder Blade

Send forth lightning from your blade to attack the enemy.

Type	ATR	TP	Target	Power
Fonic	Wind	36	Enemies within target radius	650

FOF	Learn
Wind/Big/4	Lv48

FS Chambers
Carmine: Damage +10%
Cobalt: Recovery time reduced by 25%
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Gravity Well

Send forth a crushing gravity ball to attack the enemy.

FOF Activator
Earth

Type	ATR	TP	Target	Power
Fonic	Earth	36	Enemies within target radius	770

Absolute

Freeze the enemy solid with supercooled air.

Type	ATR	TP	Target	Power
Fonic	Water	48	Enemies in target radius	500

FOF	Learn
Water/Big/4	Sub Event: Deciphering Ancient Texts (3 of 5)

FS Chambers
Carmine: Damage +10%
Cobalt: Recovery time reduced by 25%
Grass: TP cost reduced by 1/8
Sunlight: No effect

Prism Sword

A blade bathed in light plunges down from the heavens.

Type	ATR	TP	Target	Power
Fonic	Light	64	Enemies in target radius	600

FOF	Learn
Light/Big/4	Sub Event: Deciphering Ancient Texts (4 of 5)

FS Chambers
Carmine: Damage +10%
Cobalt: Recovery time reduced by 25%
Grass: TP cost reduced by 1/8
Sunlight: No effect

Meteor Storm

Summon shooting stars from the far corners of the universe.

Type	ATR	TP	Target	Power
Fonic	-	80	Single enemy	7000

FOF	Learn
-	Sub Event: Deciphering Ancient Texts (5 of 5)

FS Chambers
Carmine: Damage +10%
Cobalt: Recovery time reduced by 25%
Grass: TP cost reduced by 1/8
Sunlight: No effect

JADE'S MYSTIC ARTES

Mystic Cage

Type	ATR	TP	Target	Power
Fonic	-	0	All enemies	1200

Activation
After learning AD Skills "Over Limit" and "Special", activate Over Limit mode then cast any "High" level spell.

Indignation

Type	ATR	TP	Target	Power
Fonic	Wind	100	Single enemy	1800

Activation
Beyond the second playthrough, learn the AD skill "Special" and perform 200 Thunder Blades to unlock it. Activate by standing still and holding [button] for 5 seconds during Over Limit.

ANISE TATLIN

Despite the few spells at her disposal, Anise leans toward physical combat. Although a little slow, her hard-hitting combos fused with her ability to hit surrounding enemies with physical attacks makes her a powerful asset in a close range fight.

Statistics	
Age	13
Birth Date	46th day (Lorelei), Shadow Decan, ND2004
Gender	Female
Height	152cm
Weight	42kg
Class	Puppeteer
Weapon	Doll

Titles
Fon Master Attendant
Former Attendant
Spy
Last Fon Master Guardian
Grown-up Child
Push & Pull Girl
Little Big Chef
Mini Maven

Titles
Childish
Not a Kid
Cat Cat Kitty Cat
Little Devil
Devastating Cutie
Grand Master Chef
Abyss Pink

F.S. CHAMBER ADVICE

Equip a Grass Chamber to her Surge Breaker technique to add the Steal ability. Adding a Glass Chamber to her Mighty Charge ability adds a healing element to it. It's also worth attaching a Cobalt Chamber to her Lucky ability, which increases the length of its effect.

ATTACK ADVICE

Dual Punishment happens to be one of the better attacks to use against surrounding groups of enemies. Use it often amidst a group if things get a little hairy for Anise. Despite her strong physical abilities, don't ignore her spells. Bloody Howl and Negative Gate are particularly strong dark spells, and few spells even carry the dark element.

COMBO EXAMPLES

Normal attack x 3 ⇨ Shadow Raid ⇨ Surge Breaker

Normal attack x 3 ⇨ Shadow Raid ⇨ Shadow Tempest ⇨ Final Fury ⇨ Dying Moon

ANISE'S ARTES

Dragon Surge

Knock the enemy skyward with a powerful attack.

Type	ATR	TP	Target	Power
Physical	-	5	Single enemy	170

FOF	Learn
-	Anise starts with this

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Stone Dragon Ascent

Knock the enemy skyward with a powerful rock attack.

FOF Activator
Earth

Type	ATR	TP	Target	Power
Physical	Stone	5	Single enemy	320

Dual Punishment

A spinning punch attack.

Type	ATR	TP	Target	Power
Physical	-	7	Single enemy	140

FOF	Learn
-	Lv8

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Lightning Punishment

A spinning electric-punch attack.

FOF Activator
Wind

Type	ATR	TP	Target	Power
Physical	Wind	7	Single enemy	280

Shadow Raid

A series of fierce punches.

Type	ATR	TP	Target	Power
Physical	-	9	Single enemy	160

FOF	Learn
-	Lv18

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Fire Dragon Blast

A series of fierce flaming punches.

FOF Activator
Fire

Type	ATR	TP	Target	Power
Physical	Fire	9	Single enemy	350

1 Intro
2 Training
3 Characters
4 Walk-through
5 Side Quests
6 Armory
7 Cooking & Food
8 Enemies
9 Extras

Eagle Dive

Leap into the air and dive down to deliver a crushing blow to the enemy.

Type	ATR	TP	Target	Power
Physical	-	8	Single enemy	170

FOF	Learn
-	Lv12

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: Steal item from enemy
Sunlight: FOF activation

FOF: Frigid Raptor

Leap into the air and dive down to deliver an icy blow to the enemy.

FOF Activator
Water

Type	ATR	TP	Target	Power
Physical	Water	8	Single enemy	360

Soaring Blast

Jump into the air and hurl a burst of energy toward the ground.

Type	ATR	TP	Target	Power
Physical	-	12	Single enemy	380

FOF	Learn
-	Lv48

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Brutal Torrent

Jump into the air and hurl a blast of water toward the ground.

FOF Activator
Water

Type	ATR	TP	Target	Power
Physical	Water	12	Single enemy	550

Cyclone Shot

A full-force spinning attack that sends your enemy flying.

Type	ATR	TP	Target	Power
Physical	-	14	Single enemy	300

FOF	Learn
-	Lv36

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Cyclone Blaze

A flaming spinning attack that sends your enemy flying.

FOF Activator
Fire

Type	ATR	TP	Target	Power
Physical	Fire	14	Single enemy	480

Surge Breaker

A mixed series of Fonic and strike Arte attacks.

Type	ATR	TP	Target	Power
Physical	Wind	16	Single enemy	420

FOF	Learn
Wind/Small/1	Lv56

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: Steal item from enemy
Sunlight: FOF activation

FOF: Gungnir A Go Go

A series of light-attack Fonic and strike Artes.

FOF Activator
Wind

Type	ATR	TP	Target	Power
Physical	Light	16	Single enemy	600

Dual Dragon Surge

A combination of Dual Punishment and Dragon Surge.

Type	ATR	TP	Target	Power
Physical	-	18	Single enemy	370

FOF	Learn
-	Lv15 + 50 Dual Punishments & Dragon Surges

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

Shadow Punishment

A combination of Dual Punishment and Shadow Raid.

Type	ATR	TP	Target	Power
Physical	-	22	Single enemy	350

FOF	Learn
-	Lv26 + 50 Dual Punishments & Shadow Raids

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: No effect

Shadow Tempest

A combination of Shadow Raid & Dragon Surge.

Type	ATR	TP	Target	Power
Physical	-	20	Single enemy	360

FOF	Learn
-	Lv32 + 50 Shadow Raids & Dragon Surges

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: No effect

Guardian

Increases defense against certain attacks.

Type	ATR	TP	Target	Power
-	-	30	Self	-

FOF	Learn
-	Lv23

FS Chambers
Carmine: Effect +20%
Cobalt: Effect lasts 3 seconds
Grass: TP cost reduced by 1/8
Sunlight: No effect

Lucky

Toss out some dice and attack the enemy. Cheers Anise up and increases your luck by 50%.

Type	ATR	TP	Target	Power
Physical	-	12	Single enemy	150

FOF	Learn
-	Lv55

FS Chambers
Carmine: Effect +20%
Cobalt: Duration up 25%
Grass: Recover 8% max HP
Sunlight: FOF activation

FOF: Happy Light

Spread happiness all around. Raises the luck and abilities of surrounding allies.

FOF Activator
Wind

Type	ATR	TP	Target	Power
Physical	-	12	Single enemy	300

Mighty Charge

Temporarily increases the amount of damage the enemy takes from your combo attacks.

Type	ATR	TP	Target	Power
-	-	16	Self	-

FOF	Learn	FS Chambers
-	Lv29	**Carmine:** Effect +20%
		Cobalt: Duration up 25%
		Grass: Recover 8% max HP
		Sunlight: FOF activation

FOF: Mighty Circuit

Temporarily increases the amount of damage the enemy takes from your and nearby allies' combo attacks.

FOF Activator
Earth

Type	ATR	TP	Target	Power
-	-	16	Self	-

Demon Breath

Channel energy into both hands and send the enemy flying.

Type	ATR	TP	Target	Power
Physical	-	12	Single enemy	280

FOF	Learn	FS Chambers
-	Heihachi Doll equipped	**Carmine:** Damage +10%
		Cobalt: 25% chance of knockback
		Grass: TP cost reduced by 1/8
		Sunlight: No effect

Stone Head

Bash the enemy with a strong head attack.

Type	ATR	TP	Target	Power
Physical	-	8	Single enemy	200

FOF	Learn	FS Chambers
-	Heihachi Doll equipped	**Carmine:** Damage +10%
		Cobalt: 25% chance of knockback
		Grass: TP cost reduced by 1/8
		Sunlight: No effect

Pow Hammer

Toss multiple Pow Hammers at the enemy. Sometimes renders the enemy unconscious.

Type	ATR	TP	Target	Power
Physical	-	12	Single enemy	150

FOF	Learn	FS Chambers
-	Great Pirate Doll equipped	**Carmine:** Damage +10%
		Cobalt: 25% chance of knockback
		Grass: TP cost reduced by 1/8
		Sunlight: No effect

Inspect Eye

Check the parameters of a single enemy. Has the same effect as a Magic Lens.

Type	ATR	TP	Target	Power
-	-	12	Single enemy	

FOF	Learn	FS Chambers
-	Priestess Doll equipped	**Carmine:** No effect
		Cobalt: No effect
		Grass: TP cost reduced by 1/8
		Sunlight: No effect

Beast

Harness the power of a beast to rip through the enemy.

Type	ATR	TP	Target	Power
Physical	-	16	Single enemy	400

FOF	Learn	FS Chambers
-	Empty Girl Doll equipped	**Carmine:** Damage +10%
		Cobalt: 25% chance of knockback
		Grass: TP cost reduced by 1/8
		Sunlight: No effect

X-BUSTER

Shoot a powerful laser from Tokunaga's stomach. Can only be used once per battle.

Type	ATR	TP	Target	Power
Physical	-	30	Single enemy	630

FOF	Learn	FS Chambers
-	Artificial Life Form Doll equipped	**Carmine:** Damage +10%
		Cobalt: 25% chance of knockback
		Grass: TP cost reduced by 1/8
		Sunlight: No effect

Negative Gate

Create a dark void that seals the enemy's movement.

Type	ATR	TP	Target	Power
Fonic	Dark	16	Enemies in target radius	504

FOF	Learn	FS Chambers
Dark/Med/2	Lv21	**Carmine:** Damage +10%
		Cobalt: Recovery time reduced by 25%
		Grass: TP cost reduced by 1/8
		Sunlight: FOF activation

FOF: Crimson Riot

Create a fiery void that seals the enemy's movement.

FOF Activator
Fire

Type	ATR	TP	Target	Power
Fonic	Fire	16	Enemies in target radius	621

Bloody Howling

Scream a curse to tear the enemy apart.

Type	ATR	TP	Target	Power
Fonic	Dark	26	Enemies in target radius	660

FOF	Learn	FS Chambers
Dark/Big/4	Lv52	**Carmine:** Damage +10%
		Cobalt: Recovery time reduced by 25%
		Grass: TP cost reduced by 1/8
		Sunlight: FOF activation

FOF: Maelstrom

Create a storm to tear the enemy apart.

FOF Activator
Water

Type	ATR	TP	Target	Power
Fonic	Water	26	Enemies in target radius	759

Limited

Drop a glowing pillar of light down onto the targeted enemy.

Type	ATR	TP	Target	Power
Fonic	Light	10	Single enemy	400

FOF	Learn
Light/Small/2	Anise starts with this

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Spark Wave

Drop a series of sparks down onto the targeted enemy.

FOF Activator
Wind

Type	ATR	TP	Target	Power
Fonic	Wind	10	Enemies within radius	550

Miracle Hammer

Knock some sense into the enemy with a deadly hammer attack from above.

Type	ATR	TP	Target	Power
Fonic	-	24	Enemies in target radius	700

FOF	Learn
-	Lv40

FS Chambers
Carmine: Damage +10%
Cobalt: Recovery time reduced by 25%
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Rock Mountain

Drop a big old rock on the enemy.

FOF Activator
Earth

Type	ATR	TP	Target	Power
Fonic	Earth	24	Enemies in target radius	850

Resurrection

Revive one fallen ally with 50% max HP.

Type	ATR	TP	Target	Power
-	Light	40	Single ally	-

FOF	Learn
Light/Med/4	Time Traveling Girl Doll equipped

FS Chambers
Carmine: HP recovery +15%
Cobalt: Recovery time reduced by 25%
Grass: TP cost reduced by 1/8
Sunlight: No effect

Divine Saber

A sacred bolt of lightning pierces the enemy.

Type	ATR	TP	Target	Power
Fonic	Wind	32	Enemies in target radius	900

FOF	Learn
-	Rare Genius Doll equipped

FS Chambers
Carmine: Damage +10%
Cobalt: Recovery time reduced by 25%
Grass: TP cost reduced by 1/8
Sunlight: No effect

ANISE'S MYSTIC ARTES

Final Fury

Type	ATR	TP	Target	Power
Physical	-	0	Single enemy	1200

Activation
After learning AD Skills Over Limit and Special, activate Over Limit and perform an arcane arte while holding ⊗.

Dying Moon

Type	ATR	TP	Target	Power
Physical	-	50	Single enemy	900

Activation
During your 2nd playthrough, initiate the Final Fury then hold ⊗.

Fever Time

Type	ATR	TP	Target	Power
Physical	-	1	Single enemy	3000

Activation
Beyond the second playthrough, performing Lucky 100 times unlocks it. Perform Lucky during Over Limit with full HP to activate. Costs 20,000 Gold.

GUY CECIL

All out offense is the name of Guy's game. Although slightly weaker than Luke, Guy's massive agility rating makes up for the loss. His uncanny ability to swoop into attack range then retreat to safety is second to none.

Statistics	
Age	21
Birth Date	41st day (Lorelei), Efreet Decan, ND1996
Gender	Male
Height	184cm
Weight	79kg
Class	Swordsman
Weapon	Katana

Titles	Titles
Guardian	Aquatic Ape
Friend for Life	Naughty Devil
Malkuth Nobleman	Good Spirits
Best Friend	Hopeless Dreamer
Sigmund Tactician	Golden Knight
Hard Worker	Abyss Orange
Cool Chef	Fontech Scholar
Blade Master	Dashing Gent

F.S. CHAMBER ADVICE

Equip either Guy's Void Tempest or Final Cross with a Grass Chamber to infuse the Steal ability. A Carmine Chamber works well in combination with his Center arte, giving him an even higher HP boost every time he uses it. Finally, equipping a Sunlight Chamber to Guy's Sword Rain: Alpha gives him a flexible, yet potent FOF attack to utilize.

ATTACK ADVICE

It's all about speed. Guy's Free Run speed after he obtains the "Dash" AD Skill is absolutely absurd. Most enemies have an extremely difficult time trying to track Guy's location because of it. Run circles around your enemy until they whiff an attack, then punish the recovery of their move with a combo!

COMBO EXAMPLES

Normal attack x 3 ⇨ Crescent Strike ⇨ Moonlight Demon

Normal attack x 3 ⇨ Crescent Strike ⇨ Nihil Blade Tempest ⇨ Rising Phoenix

GUY'S ARTES

Demon Fang

Unleash a powerful shockwave along the ground.

Type	ATR	TP	Target	Power
Physical	-	5	Single enemy	150

FOF	Learn
-	Guy starts with this

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Infernal Torrent

Unleash a flaming wave along the ground.

FOF Activator
Fire

Type	ATR	TP	Target	Power
Physical	Fire	5	Single enemy	240

Crescent Strike

Draw a moon with one slash and then slice it in half with another slash.

Type	ATR	TP	Target	Power
Physical	-	8	Single enemy	160

FOF	Learn
-	Lv9

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Frigid Moon

A double-slice imbued with ice power.

FOF Activator
Water

Type	ATR	TP	Target	Power
Physical	Water	8	Single enemy	280

Void Tempest

A spinning sword attack that creates a powerful vacuum.

Type	ATR	TP	Target	Power
Physical	-	6	Single enemy	190

FOF	Learn
-	Lv12

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: Steal item from enemy
Sunlight: FOF activation

FOF: Dragon Tempest

A spinning sword attack that creates a powerful electrical storm.

FOF Activator
Wind

Type	ATR	TP	Target	Power
Physical	Wind	6	Single enemy	300

Tiger Blade

A two-tiered slash attack.

Type	ATR	TP	Target	Power
Physical	-	12	Single enemy	180

FOF	Learn
-	Lv27

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Wyrm Wrath

A two-tiered earth attack.

FOF Activator
Earth

Type	ATR	TP	Target	Power
Physical	-	12	Single enemy	320

Center

Absorb energy particles from the atmosphere to restore 15% of max HP.

Type	ATR	TP	Target	Power
-	-	10	Self	-

FOF	Learn
-	Lv15

FS Chambers
Carmine: HP recovery +15%
Cobalt: No effect
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Focus

Concentrate and temporarily increase your physical defense.

FOF Activator
Earth

Type	ATR	TP	Target	Power
-	-	10	Self	-

Beast

Harness the power of a beast to rip through the enemy.

Type	ATR	TP	Target	Power
Physical	-	18	Single enemy	300

FOF	Learn
-	Lv33

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Thunder Beast

Harness the power of lightning to rip through the enemy.

FOF Activator
Wind

Type	ATR	TP	Target	Power
Physical	Wind	18	Single enemy	400

Severing Wind

A tornado created by a spinning attack damages the enemy.

Type	ATR	TP	Target	Power
Physical	Wind	15	Single enemy	220

FOF	Learn
Wind/Med/1	Lv44

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Searing Gale

A flaming tornado created by a spinning attack damages the enemy.

FOF Activator
Fire

Type	ATR	TP	Target	Power
Physical	Fire	15	Single enemy	320

Final Cross

Carve a cross into the ground with shockwaves.

Type	ATR	TP	Target	Power
Physical	-	17	Single enemy	250

FOF	Learn
-	Lv56

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: Steal item from enemy
Sunlight: FOF activation

FOF: Final Glacier

Create an icy cross on the ground.

FOF Activator
Water

Type	ATR	TP	Target	Power
Physical	Water	17	Single enemy	450

Tempest

A spinning attack that arcs across the battlefield.

Type	ATR	TP	Target	Power
Physical	-	8	Single enemy	150

FOF	Learn
-	Sub Event: Guy's New Technique (3 of 5)

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: No effect

Soaring Light Spear

A vicious spinning attack launches the enemy into the air for another slash attack.

Type	ATR	TP	Target	Power
Physical	-	14	Single enemy	240

FOF	Learn
-	Sub Event: Guy's New Technique (5 of 5)

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: No effect

Moonlight Demon

A combination of Demon Fang and Crescent Strike.

Type	ATR	TP	Target	Power
Physical	-	18	Single enemy	310

FOF	Learn
-	Lv18 + 50 Demon Fangs & Crescent Strikes

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: No effect

Demonic Void

A combination of Demon Fang and Void Tempest.

Type	ATR	TP	Target	Power
Physical	-	17	Single enemy	300

FOF	Learn
-	Lv24 + 50 Demon Fangs & Void Tempests

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: No effect

Demonic Tiger Blade

A combination of Demon Fang and Tiger Blade.

Type	ATR	TP	Target	Power
Physical	-	23	Single enemy	350

FOF	Learn
-	Lv30 + 50 Demon Fangs and Tiger Blades

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: No effect

Moonlight Tempest

A combination of Crescent Strike and Void Tempest.

Type	ATR	TP	Target	Power
Physical	-	19	Single enemy	320

FOF	Learn
-	Lv36 + 50 Crescent Strikes and Void Tempests

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: No effect

White Tiger Strike

A combination of Crescent Strike and Tiger Blade.

Type	ATR	TP	Target	Power
Physical	-	22	Single enemy	320

FOF	Learn
-	Lv40 + 50 Crescent Strikes and Tiger Blades

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: No effect

Nihil Blade Tempest

A combination of Tiger Blade and Void Tempest.

Type	ATR	TP	Target	Power
Physical	-	20	Single enemy	340

FOF	Learn
	Lv48 + 50 Tiger Blades & Void Tempests

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: No effect

Guardian

Increases defense against attacks.

Type	ATR	TP	Target	Power
	-	30	Self	-

FOF	Learn
	Lv21

FS Chambers
Carmine: Effect +20%
Cobalt: Lasts for 3 seconds
Grass: TP cost reduced by 1/8
Sunlight: No effect

GUY'S MYSTIC ARTES

Rising Phoenix

Type	ATR	TP	Target	Power
Physical	Fire	0	Enemies in target radius	1000

Activation
After learning the AD Skills "Over Limit" and "Special", initiate an arcane arte then hold ⊗.

NATALIA L.K. LANVALDEAR

Similar to Tear, Natalia specializes in support spells. Status boosting artes combined with powerful healing magic make her slightly more defense oriented over Tear's FOF summoning abilities. Natalia's ranged bow attacks aren't half bad when combined with a close range character backing her up.

Statistics	
Full Name	Natalia Luzu Kimlasca Lanvaldear
Age	18
Birth Date	37th day (Rem), Rem Decan, ND1999
Gender	Female
Height	168cm
Weight	53kg
Class	Archer
Weapon	Bow & Arrow

Titles	Titles
Kimlascan Princess	Imperial Will
False Princess	Tropical Butterfly
Child of Lanvaldear	Calamity Chef
Popular Princess	Abyss Green
Curious Princess	Coliseum Princess
Star of Malkuth	Beloved Princess
Labyrinth Princess	Adventurous Princess

F.S. CHAMBER ADVICE

Barrier is one of Natalia's most effective status enhancers, so equip a Cobalt Chamber to it to increase the length of the spell. Attach a Grass Chamber to Cavalry to add a HP restoration effect to it, making a mediocre spell a little more useful. Lastly, it's difficult to utilize, but a Grass Chamber can be a equipped to Natalia's Aerial Laser to add the Steal effect.

ATTACK ADVICE

Cavalry, despite its weaknesses, is important to Natalia's game if you're controlling her. She needs to keep away from her enemy at all times, and Cavalry gives her the means to get away if they manage to get close. She'll take a few hits in the process, but since she can't be stunned with the effect on, she can still run away to freedom.

COMBO EXAMPLES

Aerial Laser ⇨ Star Stroke

Star Embrace, normal attack x 3

NATALIA'S ARTES

Piercing Line

Shoot an arrow that pierces the target.

Type	ATR	TP	Target	Power
Physical	-	5	Single enemy	170

FOF	Learn
-	Natalia starts with this

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Voltaic Line

Shoot an arrow that electrifies the target.

FOF Activator
Wind

Type	ATR	TP	Target	Power
Physical	Wind	5	Single enemy	310

Storm Edge

Shoot multiple arrows at once.

Type	ATR	TP	Target	Power
Physical	-	9	Single enemy	150

FOF	Learn
-	Lv12

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Blast Edge

Shoot multiple flaming arrows at once.

FOF Activator
Fire

Type	ATR	TP	Target	Power
Physical	Fire	9	Single enemy	350

Aerial Laser

Knock the enemy into the air with your bow and then follow up with an arrow attack.

Type	ATR	TP	Target	Power
Physical	-	7	Single enemy	200

FOF	Learn
-	Lv23

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: Steal item from enemy
Sunlight: FOF activation

FOF: Astral Laser

Knock the enemy into the air with your bow and then follow up with a laser attack.

FOF Activator
Wind

Type	ATR	TP	Target	Power
Physical	-	7	Single enemy	400

Star Stroke

Jump and shoot multiple arrows at the enemy.

Type	ATR	TP	Target	Power
Physical	-	14	Single enemy	255

FOF	Learn
-	Lv34

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Quake Stroke

Jump and shoot multiple arrows at the enemy, causing an earthquake.

FOF Activator
Earth

Type	ATR	TP	Target	Power
Physical	Earth	14	Single enemy	370

Star Embrace

Bombard the enemy with a shower of arrows.

Type	ATR	TP	Target	Power
Physical	-	18	Single enemy	230

FOF	Learn
-	Lv42

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Blue Embrace

Bombard the enemy with a shower of ice.

FOF Activator
Water

Type	ATR	TP	Target	Power
Physical	Water	18	Single enemy	1020

Cavalry

Prevent Natalia from being knocked back by attacks for 10 seconds.

Type	ATR	TP	Target	Power
-	-	14	Self	

FOF	Learn
-	Lv50

FS Chambers
Carmine: No effect
Cobalt: Duration up 25%
Grass: Recover 8% max HP
Sunlight: FOF activation

FOF: Phalanx

Prevent Natalia from being knocked back by attacks for 30 seconds.

FOF Activator
Fire

Type	ATR	TP	Target	Power
-	-	14	Self	

Gallant Barrage

A barrage of arrow attacks, the first one fanned and the second one concentrated.

Type	ATR	TP	Target	Power
Physical	-	20	Enemies in target range	380

FOF	Learn
-	Save old man from ruffians in Belkend

FS Chambers
Carmine: Damage +10%
Cobalt: 25% chance of knockback
Grass: TP cost reduced by 1/8
Sunlight: No effect

Heal

Restore 50 of max HP to one ally.

Type	ATR	TP	Target	Power
-	-	20	Single ally	-

FOF	Learn
-	Natalia starts with this

FS Chambers
Carmine: HP recovery +15%
Cobalt: Recovery time reduced by 25%
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Healing Wind

Use the power of the wind to restore a moderate amount of HP to all allies within range.

FOF Activator
Wind

Type	ATR	TP	Target	Power
-	-	20	Allies in radius	-

Cure

Restore 75% max HP to one ally.

Type	ATR	TP	Target	Power
-	-	48	Single ally	-

FOF	Learn
-	Lv46

FS Chambers
Carmine: HP recovery +15%
Cobalt: Recovery time reduced by 25%
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Restore

Restore 100% HP to one ally.

FOF Activator
Earth

Type	ATR	TP	Target	Power
-	-	48	Single ally	-

Healing Force

Gradually restore the HP of all allies within range at 3% max HP per second for 6 seconds.

Type	ATR	TP	Target	Power
	-	36	Allies in radius	-

FOF	Learn
	Sub Event: Natalia's New Technique (2 of 2)

FS Chambers
Carmine: Effect +20%
Cobalt: Duration up 25%
Grass: TP cost reduced by 1/8
Sunlight: No effect

Recover

Cure both the magical and physical ailments of one ally.

Type	ATR	TP	Target	Power
	-	10	Single ally	-

FOF	Learn
	Lv19

FS Chambers
Carmine: No effect
Cobalt: Recovery time reduced by 25%
Grass: HP recovery +8%
Sunlight: FOF activation

FOF: Purify

Cure both the magical and physical ailments of all allies in range.

FOF Activator
Wind

Type	ATR	TP	Target	Power
	-	10	Allies in radius	-

Revive

Automatically revive one ally with 30% max HP when they fall in battle.

Type	ATR	TP	Target	Power
	-	64	One ally	-

FOF	Learn
[illegible]/Wed/4	Lv54

FS Chambers
Carmine: No effect
Cobalt: Recovery time reduced by 25%
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Angel's Breath

Automatically revive, completely restore HP, and cure ailments for all allies within range.

FOF Activator
Earth

Type	ATR	TP	Target	Power
	-	64	Allies in radius	

Barrier

Temporarily increase the P.Def of one ally by 10%.

Type	ATR	TP	Target	Power
	-	16	Single ally	

FOF	Learn
	Lv16

FS Chambers
Carmine: Effect +20%
Cobalt: Duration up 25%
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Aqua Protection

Temporarily increase the P.Def of one ally by 20%.

FOF Activator
Water

Type	ATR	TP	Target	Power
	-	16	Single ally	

Sharpness

Temporarily increase the P.Atk of one ally by 10%.

Type	ATR	TP	Target	Power
-	-	20	Single ally	

FOF	Learn
-	Lv27

FS Chambers
Carmine: Effect +20%
Cobalt: Duration up 25%
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Blaze Emitter

Temporarily increase the P.Atk of one ally by 20%.

FOF Activator
Fire

Type	ATR	TP	Target	Power
-	-	20	Single ally	

Resist

Temporarily increase the F.Def of one ally by 10%.

Type	ATR	TP	Target	Power
-	-	18	Single ally	

FOF	Learn
-	Lv30

FS Chambers
Carmine: Effect +20%
Cobalt: Duration up 25%
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Anti-Magic

Temporarily increase the F.Def of one ally by 20%.

FOF Activator
Earth

Type	ATR	TP	Target	Power
-	-	18	Single ally	-

Scare Shot

Decrease the P.Def of the targeted enemy by 10%.

Type	ATR	TP	Target	Power
-	-	18	Single enemy	-

FOF	Learn
-	Lv38

FS Chambers
Carmine: Effect +20%
Cobalt: Duration up 25%
Grass: TP cost reduced by 1/8
Sunlight: FOF activation

FOF: Calamitous Bane

Decrease the P.Def of the targeted enemy by 10%.

FOF Activator
Water

Type	ATR	TP	Target	Power
-	-	18	Enemies in target radius	

NATALIA'S MYSTIC ARTES

Astral Rain

Type	ATR	TP	Target	Power
Physical	-	0	Enemies in target radius	950

Activation
After learning the AD Skills "Over Limit" and "Special", initiate an arte then hold ⊗.

BATICUL

Conversation List

Conversation Name	How to Start
Another Boring Day	Speak to Ramdas and leave the room.
Sword Training	Occurs automatically after you discuss Van's leave of absence with parents.

Item List

Name
Apple Gel
Lemon Gel
100 Gald

OBJECTIVE CHECKLIST

1 Head into the building at the eastern end of the manor courtyard. Speak to Ramdas, a servant who resides in the southern room off the hallway you just entered. Afterward, go north through the same hallway again and enter the northern chamber. Inside you find two rooms. Go inside both and examine the shelves to find a few items.

2 Go back to Luke's room to speak with Guy. Afterward, leave and return to the courtyard.

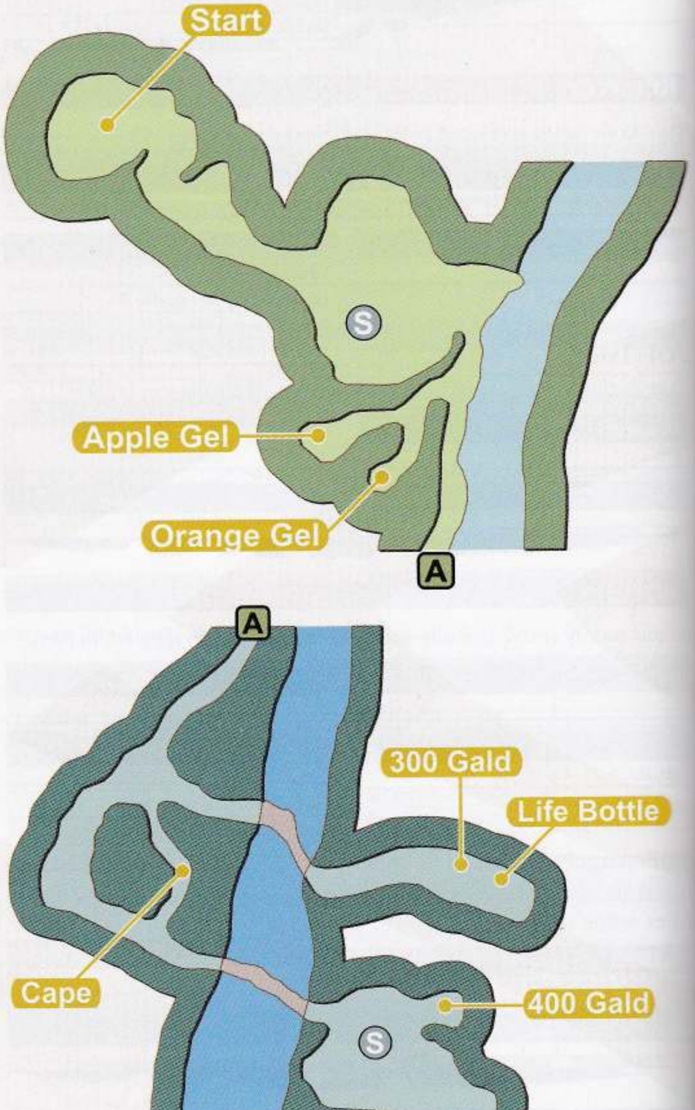
3 From the courtyard, move into the western building. Grab the items in Duke and Madam Fabre's Chamber. Then proceed into the southern Drawing Room.

Combat Training

Van decides to give Luke one final day of sword training before he leaves. Essentially, this lesson is a combat mode training session, which helps you safely learn some of the basic functions of the *Tales* combat engine. Although these functions are explained elsewhere in this guide in greater detail, you must complete Combat Training in order to proceed with the game.

With regard to Van's final combination test, a basic starting combo for Luke is ⊗, ⊗, ⊗ ⇨ ◉ (Fang Blade). You can add two additional hits to this combo by holding ✚ while inputting the normal attacks (⊗, ⊗, ⊗). However, wide swings tend to have less frontal range than Luke's standard normal attack, so they may miss against some enemy types. Keep these attack combinations in mind when combating adversaries in the next area.

TATAROO VALLEY



Conversation List

Conversation Name	How to Start
This Place...	Wait for over 5 minutes in the field of flowers at the beginning of Tataroo Valley.
Tear's Purpose	Occurs automatically after your first enemy encounter.
Going Home	Occurs automatically after second forced enemy encounter.
Stupid Monsters!	Occurs after you fight a monster on the third map of Tataroo Valley.

Item List

Name
Apple Gel
Orange Gel
Cape
300 Gald
Life Bottle
400 Gald

OBJECTIVE CHECKLIST

1 Slowly move through the area and explore every nook and cranny. This is your first taste of combat and the experience points that come along with it, so hunt down every monster you encounter. Keep heading south until you run into someone who's willing to give you a lift to a nearby town.

Choices to be Made

After leaving Tataroo Valley, you can either stay on the carriage or get off and walk to town. When prompted, getting off and walking is the best choice. The enemies that appear along the way to Engeve are easy to defeat, making them effortless targets for farming Experience Points. There are also a few Search Points in the area that are worth mining, so take the time to explore.

In addition, there are a few conversations that you can initiate by meeting various criteria in battle. Some of these can be initiated now, while others may require more time and a bigger party. Keep the following chart in mind as you venture into battle.

Conversation List

Conversation Name	How to Start
Secretly Practicing	Score a 10 hit combo in battle.
Working Together	Score a 30 hit combo in battle.
Efficiently	Initiate 100 enemy encounters.
I Can't Take Any More	Escape from battle 10 times.
Use Your Head	Escape from battle 30 times.

Sub Event 1: Rice Balls

The bridge on the world map that leads to Engeve initiates a unique cutscene. When it ends, the recipe for Rice Balls is added to your collection!

ENGEVE

Conversation List

Conversation Name	How to Start
You Could Always Camp Out	Occurs automatically after you enter Engeve.
Impressions of Engeve	Wait in the first area of Engeve for 5 minutes.
I Should've Asked	Occurs automatically.
Who's Jade...?	Occurs automatically.
Homework	Occurs automatically after you sleep at Engeve Inn.
To the Cheagle Woods!	Occurs automatically after you leave Engeve Inn.

Item List

Name
Life Bottle

OBJECTIVE CHECKLIST

1 Pay a visit to the town inn to initiate a cutscene.

2 Go north and move into the shopping area to initiate another cutscene.

3 Go back to the Engeve Inn. The shopkeeper is feeling guilty about accusing Luke of stealing the town's food supplies, so he offers a free room at the inn. Accept the offer and stay the night.

Sub Event 2: Spaghetti!

TLP	Engeve/Engeve	+100

Go to the western map of Engeve and enter the westernmost house. Speak to the woman at the stove to find that she's missing an important ingredient for her meal. Leave the house and head to the watermill on the east end of the map. Speak to the older woman in the bottom-right corner of the house to obtain the needed ingredient. Then return to the woman making dinner to obtain the recipe for Spaghetti and a few ingredients!

Sub Event 3: Secret Box

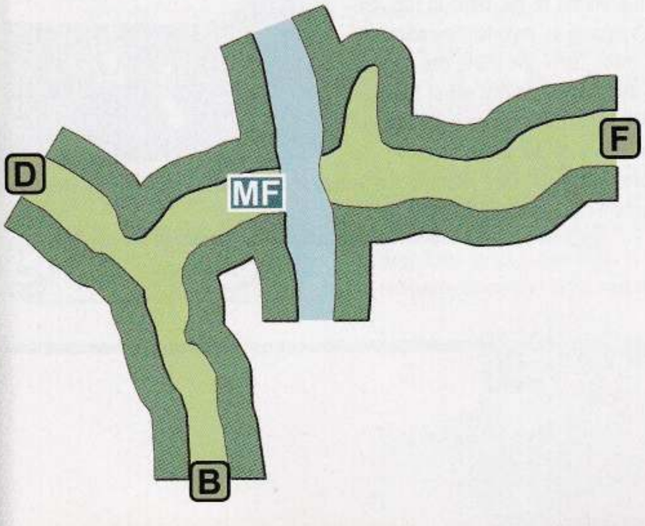
TLP	Engeve/Engeve	+500

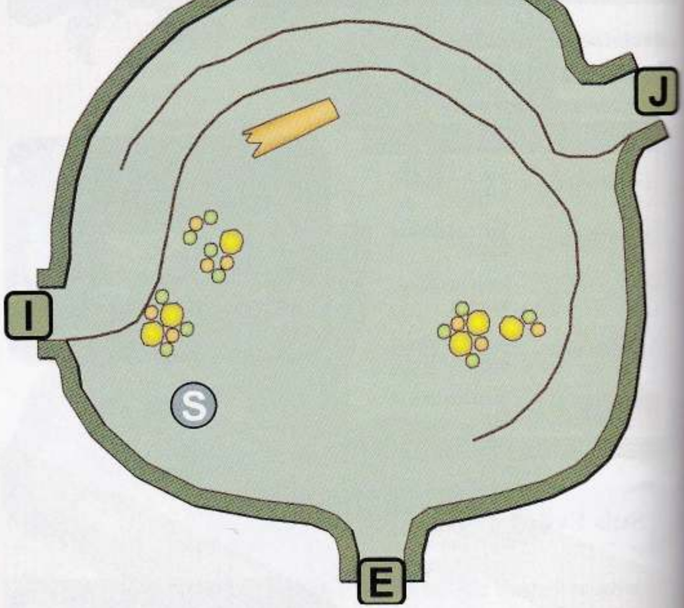
A man sitting near the shopping area of east Engeve needs a favor. (He's the guy from whom Luke stole.) Speak to him and agree to listen to his problem. A treasured box that belongs to him was stolen, along with the rest of the food that's recently gone missing. He needs you to get it back for him.

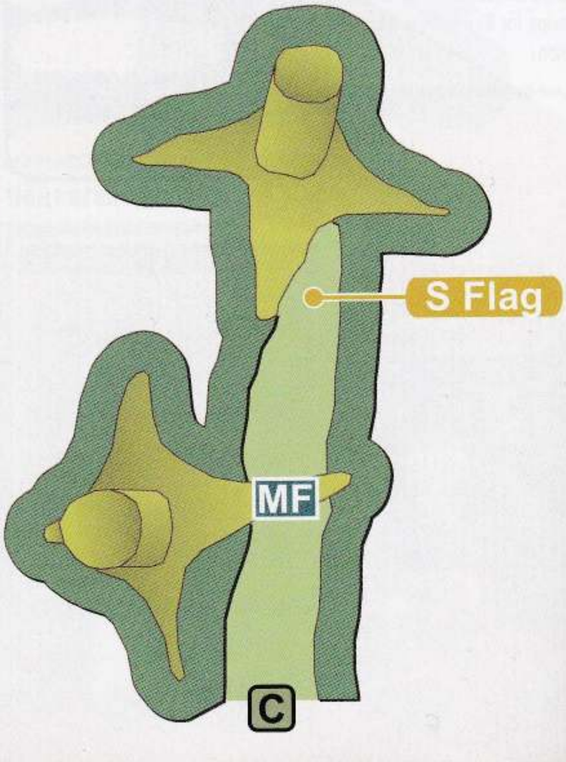
The March to Cheagle Woods

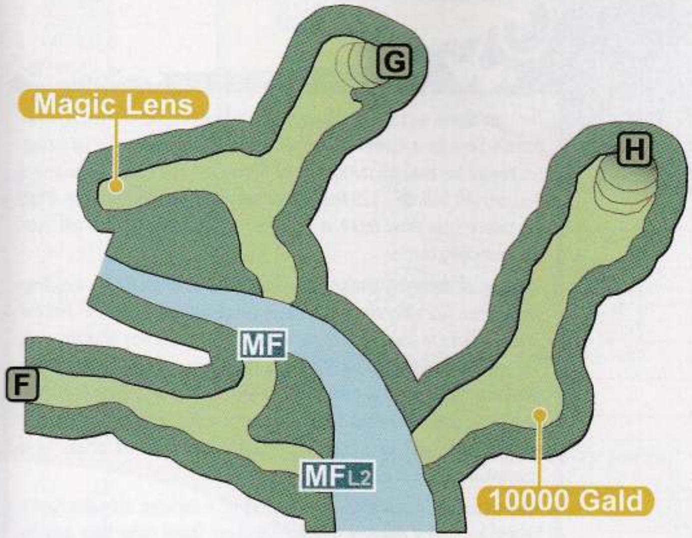
Cheagle Woods is located directly north of Engeve village. It's visible through a giant tree that towers over the surrounding greenery. Before entering, make a stop by the nearby search point, which is directly to the east of Cheagle Woods.

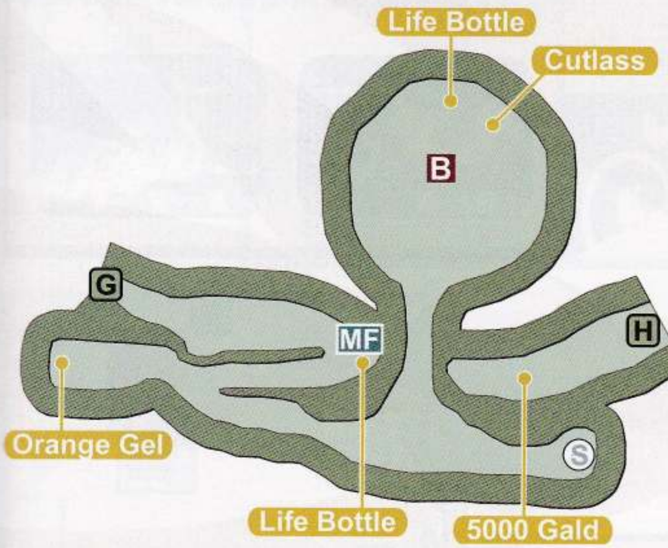
CHEAGLE WOODS











Conversation List

Conversation Name	How to Start
About the Cheagles	Occurs automatically as you enter Cheagle Woods.
More About the Cheagles	Occurs automatically after you speak to Cheagle tribe leader.
Playing with Fire	Occurs after you carry the Sorcerer's Ring for 3 minutes.
Jade's True Strength	Occurs automatically after Liger Queen's defeat.
Mieu's One of Us	Occurs automatically after Mieu permanently joins group.
The Cheagles' Diet	Occurs after you hold the Sorcerer's Ring for 5 minutes.

Item List

Name
200 Gald
Orange Gel
500 Gald
Secret Box
Apple Gel
Life Bottle
Cutlass
Life Bottle
Orange Gel
Magic Lens
S Flag
5000 Gald (Cannot be reached until Mieu Fire 2 is obtained)
10000 Gald (Cannot be reached until Mieu Fire 2 is obtained)

OBJECTIVE CHECKLIST

1. Go north after you enter Cheagle Woods. Examine the odd-looking stone on the left side of the cove to find the Secret Box that the man in Engeve wanted. Return the box to the man to complete Sub Event 3, and receive the Collector's Book.

2. Head to the Cheagles' living quarters to receive the Sorcerer's Ring. Then press the ● button to make your new friend breathe fire.

3. Before leaving the Cheagle Tree, speak to the Cheagle elder to take a rest and regenerate your HP and TP. Also, be sure to walk up the tree branch at the bottom-right corner of the tree trunk. It leads to a box containing 200 Gald.

4. You need the Sorcerer's Ring to get to the S Flag. Move into the area and use Mieu Fire to burn the shrubbery blocking your path.

5. Just as hinted, you cross the river blocking your path to the Liger den by burning the base of the tree on the other side. The tree falls over, enabling you to use it as a bridge.

6. Use the Sorcerer's Ring to burn down the vines holding the item box suspended in the air. Inside is another Life Bottle, which is always useful to your group.

Wood Golem

Many of the Wood Golem's attacks send you flying. Whenever you're launched, press ● to use the Recover skill, which causes your character to spring back to their feet and land safely. Also, be cautious when tackling this walking collection of bark aggressively. He isn't stunned by physical attacks unless he's struck while recovering from a move. To compensate for this, wait for him to swing the first blow, and defend against it using the guard button. After you manage to defend his attack, strike him with the biggest combo you have!

LIGER QUEEN

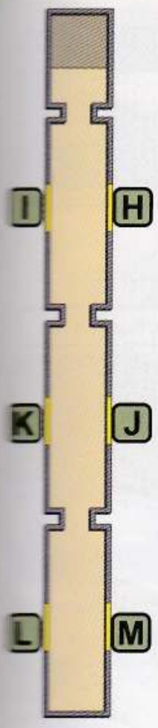
Enemy Statistics	
Level	6
HP	3400
TP	100
EXP	175
Gold	1000
ATK	76
DEF	83
Fonic ATK	72
Fonic DEF	80
Elemental Weakness	N/A
Elemental Resistance	Earth 0.8, Wind 0.6
Item Drops	Life Bottle(100%), Sage(100%)

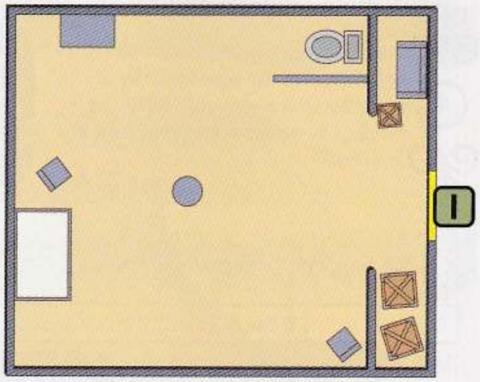
The Liger Queen isn't stunned by physical attacks unless she's recovering from a move. Since the majority of her attacks tend to have a heavy wind-up period, run toward her until she starts to do an attack, and then guard or perform a Backstep (AD Skill, ● + Left Analog Stick away from enemy) to avoid it. When you recover from either defensive maneuver, attack the Liger Queen with your most damaging combo.

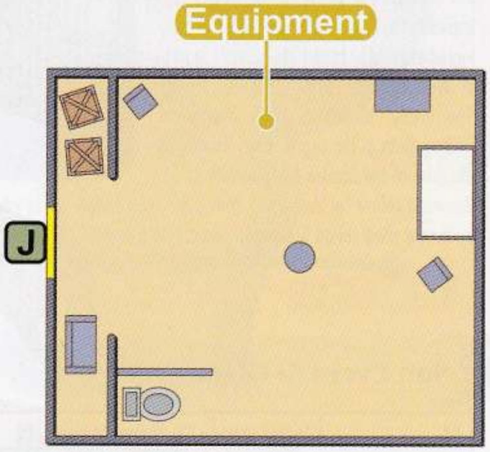
Speaking of damaging combos, the Liger Queen is vulnerable to the sleep status effect. Tear's Nightmare Arte causes this effect, enabling you to send the ravenous beast to dreamland, if you're looking for a safe way to approach it. You can also manually initiate Nightmare just before you commence a combo with Luke, timing it so it connects just after you finish Luke's combo. Regardless of whether or not the sleep status effect occurs, you should be able to link another combo with Luke just as you recover from your last attack, for a substantial amount of damage.

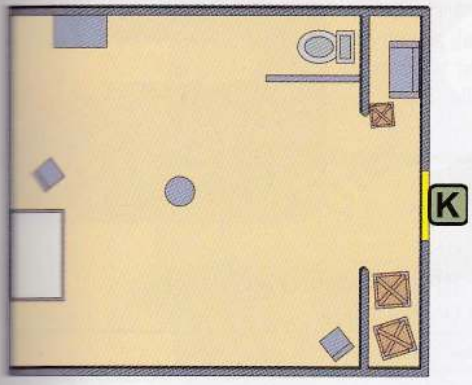
After a specific amount of the Liger Queen's HP is depleted, Jade gives you a helping hand. Your objective is to keep the Liger Queen away from Jade for as long as possible, which should give him enough time to cast his devastating Fonic Artes.

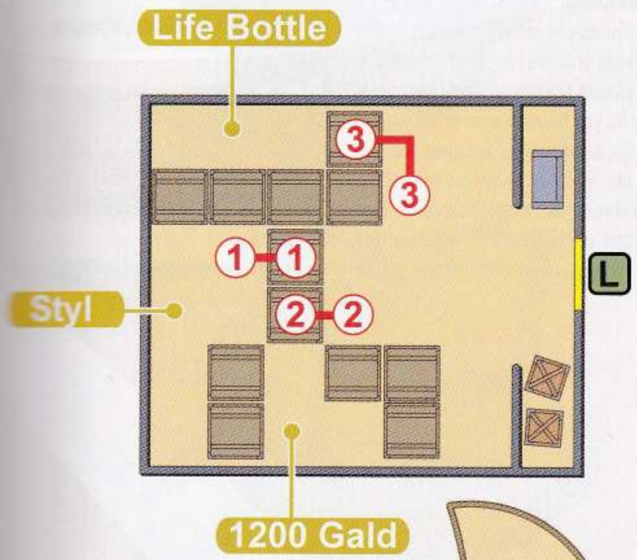
TARTARUS











Conversation List

Conversation Name	How to Start
Unfair Treatment	Occurs automatically.
The Tartarus	Occurs after Anise joins party.
Fighting for Our Lives?	Occurs automatically after ship is attacked.
The Fon Slot Seal	Occurs automatically after first enemy encounter.
Fighting For Our Lives	Occurs automatically after you escape imprisonment.
Hurry!	Occurs after a few minutes pass after you've escaped imprisonment.
The Six God-Generals	Occurs automatically.
What Are They Trying to Do?	Occurs automatically.

Item List

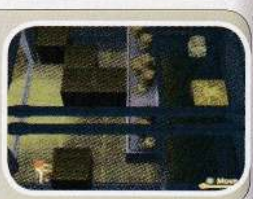
Name
Apple Gel
Life Bottle
Styl
1200 Gald
Long Sword

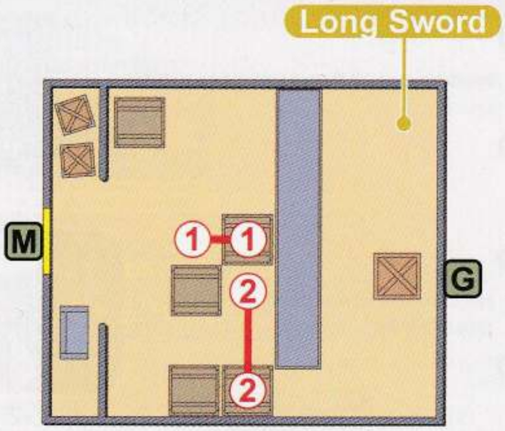
OBJECTIVE CHECKLIST

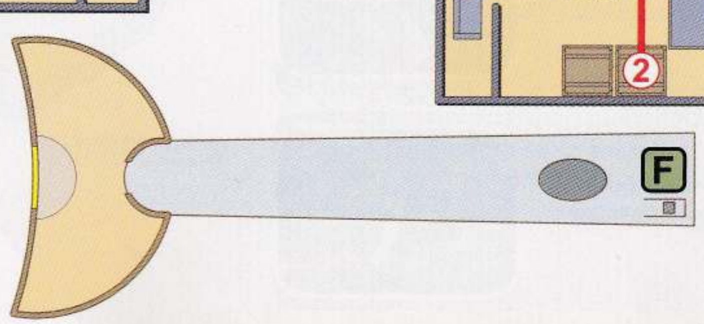
1 Jade offers you the privilege of exploring specific areas in the Tartarus. This enables you to obtain an Apple Gel while learning a little more about the ship's impressive crew. Before doing so, speak to Anise, who gladly joins your group in an effort to make you feel comfortable. When you're finished exploring, return to the room containing a save point, and speak to the crew member in the back of the room.

2 The Tartarus receives an attack from a large group of enemy forces. Move your party to the top of the ship, taking the ladder that goes upward offscreen to find a detour to the bridge.

3 After escaping from imprisonment, search the nearby rooms for items. When you come to a room full of boxes containing items, move near them and press the ⊗ button to grab one of them. While holding ⊗, use the left analog stick to move the box and get the item it's hiding.







1 Intro
2 Training
3 Characters
4 Walk-through
5 Side Quests
6 Armory
7 Cooking & Food
8 Enemies
9 Extras

EAST RUGNICA PLAINS

Conversation List

Conversation Name	How to Start
Luke's Grand Adventure	Occurs automatically after you leave Tartarus.
Kill Or...	Occurs automatically after bonfire.
Is Anise Safe?	Occurs automatically after bonfire.
Melodists	Use an Arte with Tear in a battle after the bonfire scene.

OBJECTIVE CHECKLIST

1 You should spawn near a fork in the road with a sign in the middle. Take the right path to go to St. Binah. This triggers a short cutscene involving Luke's fear of death. Afterward, speak to everyone standing around the bonfire, and then talk to Mieu to continue your journey.

ST. BINAH

Conversation List

Conversation Name	How to Start
Let's Rejoin Anise	Occurs after you enter St. Binah.
The Oracle Knights' Objective	Occurs after you initiate entrance cutscene.
What Kind of Girl...?	Occurs after you leave St. Binah.
The Bridge Is Gone	Walk toward the broken bridge south of St. Binah.

OBJECTIVE CHECKLIST

1 Immediately go west to the town entrance for a cutscene.

2 Enter the northern mansion to initiate a cutscene and obtain a World Map.

3 The first house at the eastern end of St. Binah has a notebook on the floor. Examine it to gain the recipe for the Sandwich.

4 Stay at the inn to initiate a short cutscene. Once it's finished, stay at the inn a second time to start yet another short cutscene between Luke and Guy. Just as it finishes, Luke learns a new Arte technique called the Sonic Thrust!

Sub Event 4: New Gel Shop

TLP	St. Binah/Engeve + 300, St. Binah/St. Binah + 500, St. Binah/Chesedonia + 500

The Medicine Shop at the very back of the eastern end of St. Binah needs two ingredients: Cotton and Gel Base. These ingredients are found at search points in Western and Eastern Rugnica Plains. Specifically, there's a small chance of finding them at the search point directly to the east of the broken bridge south of St. Binah. In return for these two items, the shop keeper gives you a Miracle Gel and opens up a new shop called Sostenuto containing a myriad of healing bottles.

Sub Event 5: Giant Tree

TLP	St. Binah/Engeve + 200, St. Binah/St. Binah + 300

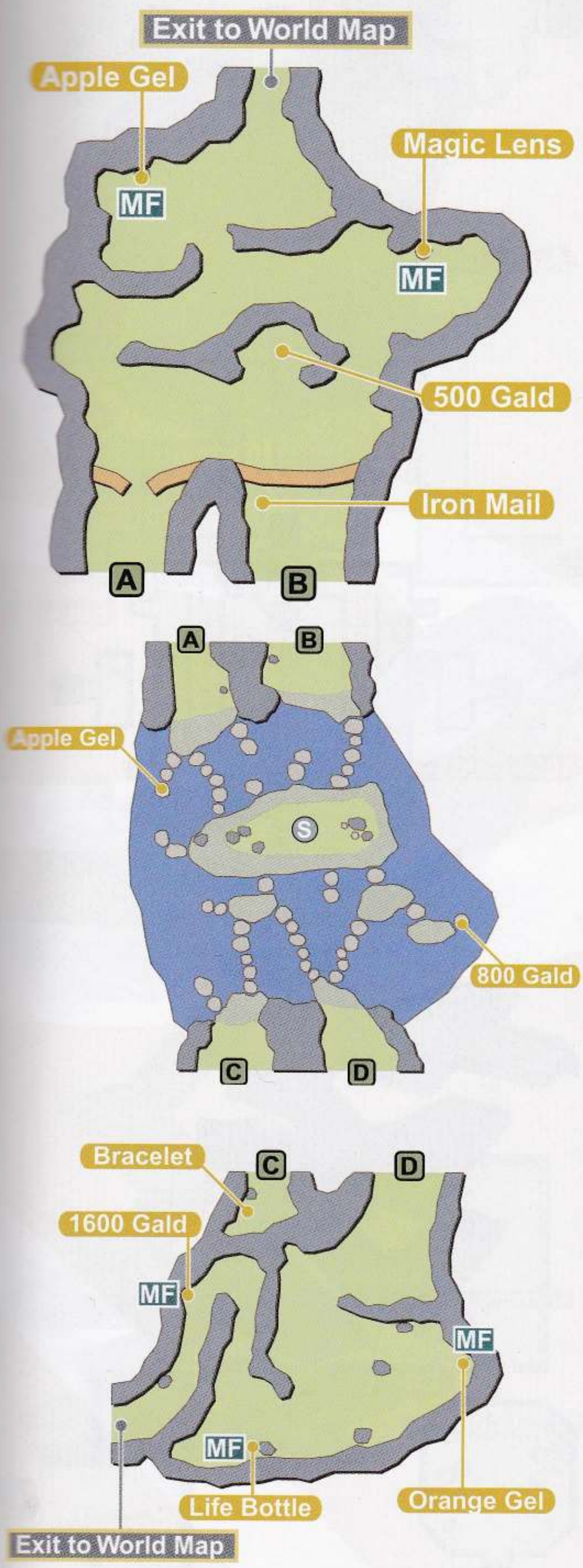
There's a ladder in the north end of town, directly outside of a newly opened gel shop. Climb up the ladder to initiate a cutscene that reveals tidbits about the tree's significance.

Sub Event 6: Black Dream Fan Club (Part 1 of 3)

TLP	St. Binah/St. Binah + 300

There's a small billboard on the side of the road just as you enter the eastern end of St. Binah. Use Mieu to shoot a fireball at the billboard and start a short cutscene. In order for you to make amends for burning the sign, a man named Ayn gives you 200 Gald and asks you to pay his dues at the Black Dream Fan Club in Chesedonia. Then he wants you to bring back a newsletter for him to read.

FUBRAS RIVER



Conversation List

Conversation Name	How to Start
Watch Out for Water	Occurs after 20 seconds pass in the river area.
Natural Disasters	Occurs as you enter the third map area in Fubras River.

Item List

Name
Apple Gel
Magic Lens
500 Gald
Iron Mail
Apple Gel
800 Gald
Bracelet
1600 Gald
Orange Gel
Life Bottle

OBJECTIVE CHECKLIST

1 The area to your immediate left contains an item box wrapped in plants. Burn the plants with Mieu's fire to get to the item box. Several other item boxes are protected in such a manner. Deal with them using the same method.

2 The river area contains many paths that lead to several different dead ends containing items. The southwest path continues through the dungeon, leading to the next area.

Field of Fonons

When you step down the grassy slope, Jade offers to explain to you how the Field of Fonons system works. If your memory needs to be refreshed, take the tutorial. Otherwise, say No to skip over the lesson.

SOUTH RUGNICA PLAINS

Conversation List

Conversation Name	How to Start
To Kaitzur	Occurs as you first enter the plains.

OBJECTIVE CHECKLIST

1 From Fubras River, head south along the field map. When you come to a large wall, a cutscene begins. After it's finished, Kaitzur should come into view. Enter the border city when you're ready.

KAITZUR

Conversation List

Conversation Name	How to Start
Asch the Bloody	Occurs after Asch attacks Luke.
An Ordinary Little Girl	Move to the Inn Receptionist after receiving the Passport.

Conversation Name	How to Start
A Lovers' Quarrel?	Stay at the Inn after receiving Passport from Van.
The Border	Leave the Inn
What's he Writing About?	Leave the Inn

OBJECTIVE CHECKLIST

1 Move south through town until a cutscene occurs. When it's done, go to the inn and speak to Van to receive your passports. Sleep at the inn when you're finished, and then go south to pass through the border. Stop by the second shop/inn at the southern end of the border to find several new items available for purchase.

SOUTH RUGNICA PLAINS

Conversation List

Conversation Name	How to Start
A Lady's Secret	Enter a battle with Anise in your active party.

OBJECTIVE CHECKLIST

1 Follow the road away from Kaitzur. When you come to a split, take the right path to eventually end up at the Kaitzur Naval Port.

KAITZUR NAVAL PORT

Conversation List

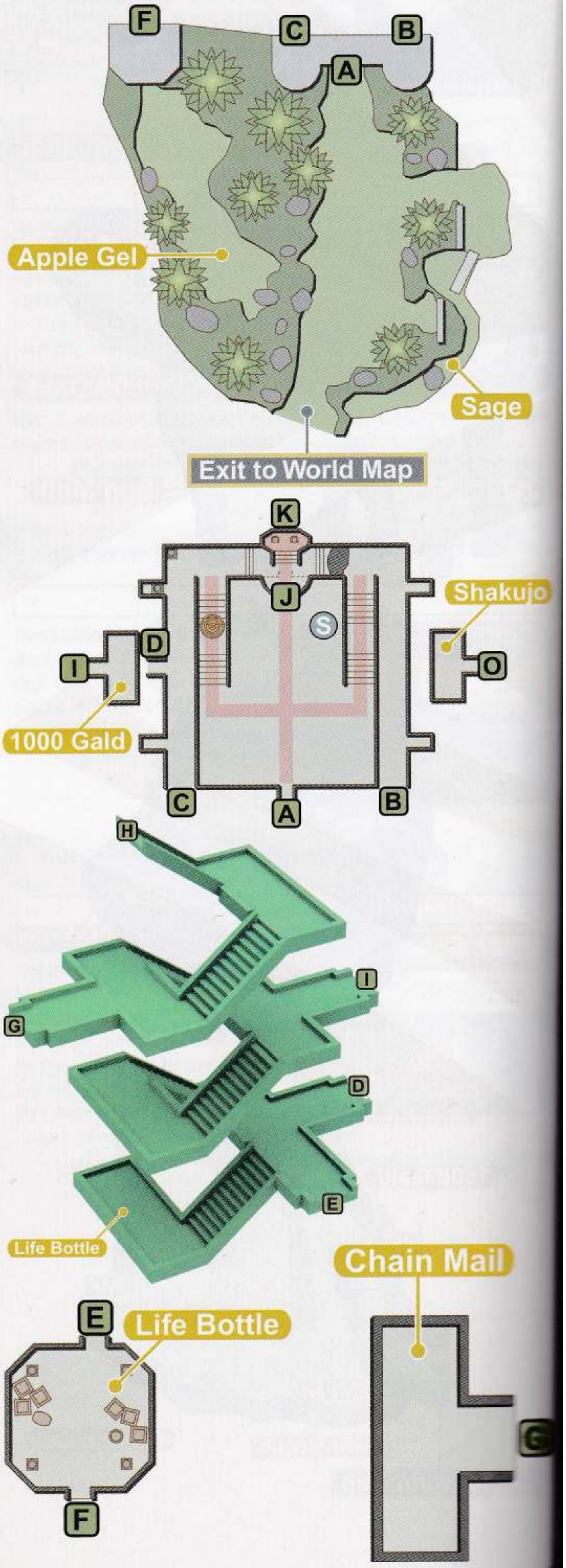
Conversation Name	How to Start
Arietta Attacks!	Occurs just as you enter the Kaitzur Naval Port.
To Go or Not to Go	Occurs after the engineer has been kidnapped and player moves from the current map.

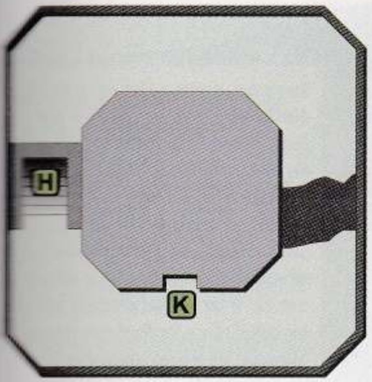
Conversation Name	How to Start
Children	Occurs after you sleep in one of the beds next to the inn's save point.
To Choral Castle	Occurs after you leave the Kaitzur Naval Port.

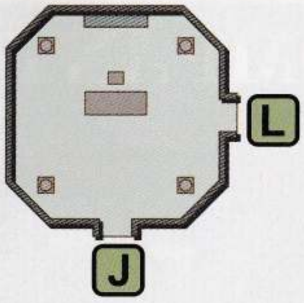
OBJECTIVE CHECKLIST

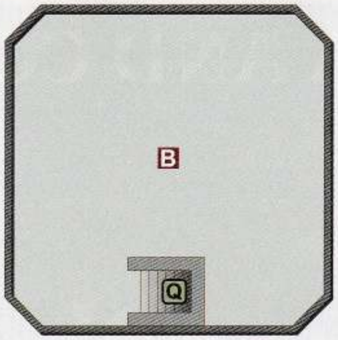
1 Walk to the southern end of town to speak to Van. Then go into the Kimlasca Base building to initiate a conversation. When ready, go over to the inn and sleep in one of the available beds. Save your game, and then go outside.

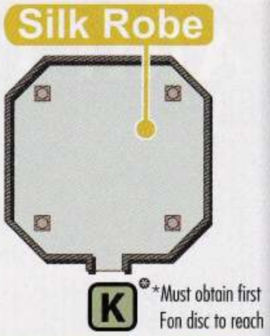
CHORAL CASTLE

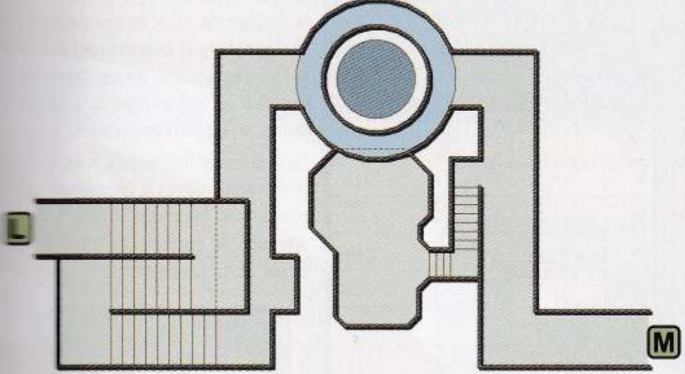


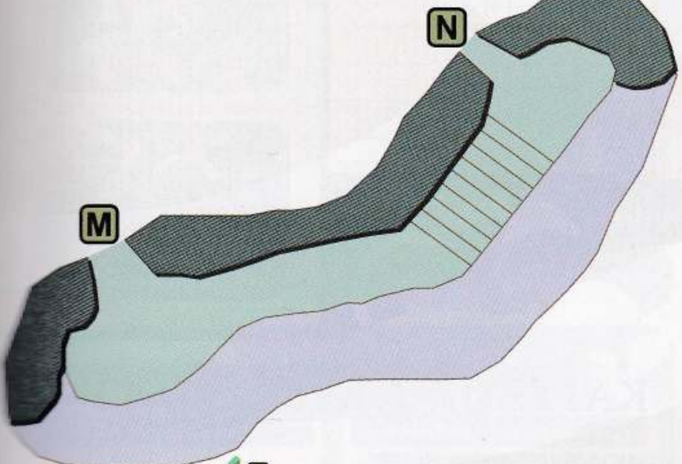


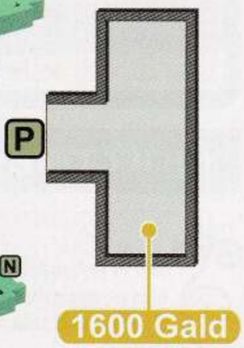












Conversation List

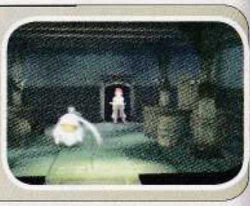
Conversation Name	How to Start
Who Needs Memories?	Occurs after you enter the castle.
Dream Plans?	Occurs if you stay in the same room for 2 minutes.
Of Mice and Mieu	Occurs when you run after the monster carrying the blue orb for a long period of time.
Guy's Feelings	Occurs after you find the mysterious machine.
The Mystery Machine	Occurs automatically.
What are the Six God-Generals After?	Occurs after Luke is saved. Note: Player has no control over character while Luke is held by Dist. This is an auto event.

Item List

Name
Sage
Silk Robe
Life Bottle
Chain Mail
1000 Gald
Shakujo
Life Bottle
Apple Gel
1600 Gald
Fonic Disc: Requiem

OBJECTIVE CHECKLIST

1 Several ghost-like enemies are carrying colored orbs around the mansion. You need the blue and red orbs to pass through the gate to the north of the save point.



2 Go up the east staircase and head south. Follow the path until you see a monster carrying the red orb. You can't catch him because he runs offscreen. However, grab the two statues at the top-left corner of this map and move them so that they block the monster's path of escape. Then go through the western door and reenter the room to make the monster carrying the red orb reappear. With the statues in the way, defeat the monster to obtain the red orb.

3 The monster carrying the blue orb is in the eastern room that connects to the hallway with the monster carrying the red orb. March up the stairs a bit to find the monster floating around the castle. He runs away when you get close to him, so use Mieu's fire attack to stun him. Move in and attack him to obtain the blue orb.

ARIETTA AND COMPANY

Arietta has a wide variety of devastating Artes at her disposal, so make it a point to target her when the battle begins. Go to the strategy menu and set all of your party members to Arte Users, to ensure they support your attack plan. Be cautious of the attack radius on some of her spells, many of which can be avoided only by retreating from her. If her two pets attempt to back up her casting efforts, cautiously use the guard button and slip in a few strikes when they're recovering from moves.

Once she's taken care of, focus your attacks on the Liger. He inflicts massive amounts of physical damage, so be cautious and use Free Run to evade his attacks. Use big combinations supported by backup Artes to keep him stunned so he doesn't counterattack.

The final enemy, the Hresvelgr, is the easiest of the bunch. Target it immediately, and assault it with big combos to bring it down with ease. Be cautious, and remember to defend against counterattacks.

Arietta's Statistics

Level	10
HP	3000
TP	100
EXP	400
Gald	500
ATK	98
DEF	263
Fonic ATK	111
Fonic DEF	235
Elemental Weakness	None
Elemental Resistance	None
Items	None

Liger's Statistics

Level	10
HP	3700
TP	100
EXP	180
Gald	400
Atk	148
Def	228
Fonic ATK	101
Fonic DEF	167
Elemental Weakness	None
Elemental Resistance	Wind 0.75
Item	Apple Gel(100%)

Hresvelgr's Statistics

Level	10
HP	3500
TP	100
EXP	180
Gald	400
Atk	135
Def	236
Fonic ATK	99
Fonic DEF	172
Elemental Weakness	Fire 1.25
Elemental Resistance	Water 0.75
Item	Savory(100%)

Sub Event 7: Sword Dancer 1

Conversation List

Conversation Name	How to Start
Was That...	Occurs after Sword Dancer's defeat.

Just after your battle with Arietta, you're given a choice: travel back to Kaitzur Naval Port on foot, or go back by carriage. Choose to go back by foot, and proceed to the first floor of Choral Castle. A sword is planted in the middle of the floor, near the first save point in the dungeon. Examine it and select Yes to battle an optional boss character.

Sword Dancer is a powerful monster with myriad huge slicing attacks. At your current level, he can easily decimate the majority of your party in 2 attacks. That being the case, Tear's Force Field technique plays an important role in this fight. It takes several physical hits to stun Sword Dancer, so melee characters like Luke and Guy need Force Field to attack him without taking damage.

Command Tear to immediately start casting Force Field. Just as it's about to be initiated, move in with Luke and initiate a combo (⊗, ⊗, ⊗ ⇨ Fang Blade as always). It takes several hits, but Sword Dancer usually starts being stunned by your attack just as the last few hits of the Fang Blade connect. Initiate Stalagmite with Jade just before you start your combo with Luke, timing it so that the spell begins just as the Fang Blade stops hitting. If you do this correctly, you should be able to continue the combo with Luke after you recover from the Fang Blade. Repeat the sequence to take advantage of Sword Dancer being stunned. If needed, command Guy to aid your attack with Void Tempest and the like. That way you can continue the combo for as long as possible. If the combo ends, immediately back away from Sword Dancer, and start casting Force Field again to prepare for your next attack.

KAITZUR NAVAL PORT

Conversation List

Conversation Name	How to Start
How to Cure Guy?	Initiates just as you enter Kaitzur port.
The Oracle Knights Again	Automatically triggered after talking to Almandine at Kaitzur Naral Port

OBJECTIVE CHECKLIST

1 Go to the Kimlasca Base building to ready the ferry. When you wake up from a night of rest, go to the back of town and speak to the soldier to hop on the ferry to Chesedonia.

KATSBERT FERRY

Conversation List

Conversation Name	How to Start
Look At All That Water!	Occurs after you leave the room.

Item List

Name
Iron Bracelet
Orange Gel

OBJECTIVE CHECKLIST

1. Leave your room and move north. Enter the first room on your left to find Guy. Speak to him to gather a few more tidbits about your past.

2. Climb up the stairs at the end of the corridor. When you enter the next room, check behind the northern corner to find an Orange Gel. Then head up the left staircase to find Jade and an item box with an Iron Bracelet inside.

3. Work your way up to the deck of the ship. Talk to the many party members standing outside, and then move around to the back of the deck to continue to the next area.

CHESEDONIA

Conversation List

Conversation Name	How to Start
I'll Be a Hero...!	Occurs as you enter Chesedonia.
Almost Home!	Occurs after I'll Be a Hero! sequence.
The Center of Trade	Occurs after Almost Home! sequence.
Grand Maestro Mohs	Occurs after you sleep at the inn.
Who Taught Tear to Cook?	Successfully cook a recipe with Tear.
Where Is Astor?	Occurs after you speak with Kimlascan Consulate.
Analyzing the Fon Disk	Occurs after Where Is Astor? sequence.

Item List

Name
Doll "Time Traveling Hero"

OBJECTIVE CHECKLIST

1. Make a stop at Din's Shop at the northernmost part of town. He gives you a rundown on trading, which will come in handy later when you need to procure useful items.

2. Move south into the shopping area. This triggers a cutscene that introduces the Dark Wing gang.

3. After the Dark Wing cutscene, go offscreen into the southern shopping district. The area to your immediate left leads to Astor's mansion, but *don't* go there yet. Doing so would initiate a string of events that would cut off a variety of Sub Events. Be sure to complete the preceding conversations and the following list of Sub Events before visiting Astor's mansion. Once you've completed them, pay Astor a visit to receive the information on the Fonic Disk that Guy obtained. Before you leave, be sure to check the drawer in the northern room in Astor's mansion. It contains the Time Traveling Hero doll, which greatly resembles *Tales of Phantasia*'s Cless Alvein.

4. After speaking with Astor, go south into the third area of town to progress to the next area.

Sub Event 8: Black Dream Fan Club (Part 2 of 3)

If you've completed the requirements for the first part of this quest in St. Binah, proceed to the front of the northernmost inn to initiate a cutscene. Ayn seems to have misjudged the amount of Gald he owes the club, the price now being 1000 Gald instead of 200. Pay that amount to receive the club's Fanzine, which will be given to Ayn later.

Sub Event 9: Tear's Gem (Part 1 of 2)

You may have noticed that the carriage driver who got a gem from Tear at the beginning of the game is standing in the northern shopping area. Speak to him to find out a little more about the importance of that gem, and to initiate another Sub Event.

1 Intro
2 Training
3 Characters
4 Walk-through
5 Side Quests
6 Armory
7 Cooking & Food
8 Enemies
9 Extras

Sub Event 10: Ant Lion Man...? (Part 1 of 5)

TLP	Chesedonia/Chesedonia + 100, Chesedonia/Engeve + 200

In the third area of town (southernmost shopping area), an old man running the Spiritoso Armor Shop is sitting in front of an alley. Walk into that alley to meet a strange man who calls himself the Ant Lion Man. Give him Apple Gel to receive the recipe for Fried Chicken.

Sub Event 11: Chesedonia, Distribution, and You

TLP	Baticul/Chesedonia + 200, Chesedonia/Engeve + 300, Chesedonia/St. Binah + 300

In the southern shopping area, a shopkeeper dressed in a red apron is looking for a tidbit of trading information. He gives you a choice of healing items or food. Selecting food gives you Beef, Rice, and Chicken. Selecting items gives you two Apple Gels, two Poison Bottles, and two Magic Lenses.

KATSBERT FERRY

Conversation List

Conversation Name	How to Start
The Oracle Knights Attack!	Occurs automatically.

Item List

Name
1800 Gald
Nobile
Winged Boots

OBJECTIVE CHECKLIST

1. After you leave the room with the save point, enter the first room on your left. The shopkeeper inside is selling a batch of new equipment. You should pick up Scimitars and Splint Mail pieces for Luke and Guy before you leave.

2. After leaving the shop, enter the third room at the end of the hallway. Look behind the table in the middle of the room to find 1800 Gald.

3. When you reach the deck of the ship, you find that a strange robot has stolen an important Fon Stone. To get it back, chase the robot until the ship starts to shake (an exclamation point appears over your head). Stop moving, or an enemy unit will attack you from above. If this happens, mash the ⊗ button to regain your footing and avoid the enemy. Continue chasing the robot until you catch the robot and speak with it. When you do, you gain the Nobile Capacity Core and Winged Boots.

KAISER DIST R

Enemy Statistics

Level	14
HP	19000
TP	100
EXP	800
Gald	1500
ATK	182
DEF	302
Fonic Atk	139
Fonic Def	204
Elemental Weakness	Water 1.5
Elemental Resistance	None
Item	Orange Gel(100%)

The Kaiser Dist R is weak against water-based Artes, so abuse Jade's Splash technique. Tear's Invoke Aqua FOF is also useful when combined with Luke's Raging Blast, which creates the powerful water-based Frigid Blast technique. Other characters have a variety of water-based Artes that can take advantage of Tear's Aqua FOF as well.

Aside from that, rely on the Free Run ability to avoid the Kaiser's attacks. When he misses one, rush in for the kill and unleash your biggest combination. If you manage to stun him long enough with party-based combos, cast Invoke Aqua to end the combo with a water-based technique and seal the deal.

BATICUL

Conversation List

Conversation Name	How to Start
Impressions of Baticul	Occurs after you enter second level of Baticul.
The Letter	Occurs after you speak to King Ingobert VI.
The Upper-Class?	Occurs after you speak with Natalia.
What a Wonderful Mansion!	Occurs after you walk around the garden area.
To the Castle	Occurs after you sleep in Luke's room.
Van Imprisoned	Occurs after you receive ambassador Title.

Conversation Name	How to Start
Luke and Van	Occurs after you speak with Van.
Taking Precautions	Occurs after you meet with Anise.
Just Ask Guy	Occurs after the Taking Precautions sequence.
Baticul is Huge!	Walk around Baticul for over 5 minutes.
A Sword with a History	After speaking to Ingobert VI, stay around the sword displayed at the entrance of the manor.

OBJECTIVE CHECKLIST

1 Explore the first floor of town, which contains several shops. There's a coliseum here, but you can't enter any contests yet.

2 Head to the top floor of Baticul and go to the Audience Room. When the discussion finally ends, go south and make an immediate right into the nearby hallway. Go to the end of the hallway, and speak to the maid to reveal a morsel of information about Tear's love for cute things.

3 Go to Duke Fabre's mansion. Pay close attention to the following Sub Events when you're in this area, because they need to be done at specific times. Move into the Drawing Room to find Luke's fiancé Natalia waiting for you. When you're finished bantering with her, go back into the room to your right to view a scene that revolves around Tear.

4 Visit Susanne, who's in her bedroom at the northwest corner of the mansion. She expresses her fears about Luke's absence, but still finds ease in his return. When the dialogue finishes, head to Luke's room and rest.

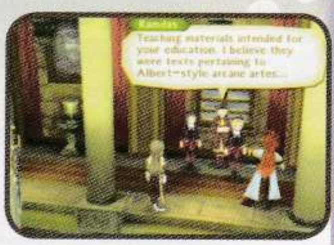
5 Go to the audience room once again. After receiving Luke's new Title, head south and make a left at the bottom of the stairs to find the castle's prison. After the reunion with Van, continue moving down several floors of Baticul to reunite with the rest of your party. When you're ready to leave, go to the cargo holder at the southeast end of the first floor of Baticul. Note: There's an event that unlocks the "FS Chamber" menu.

Sub Event 12: Guy's New Technique (Part 1 of 5)

Speak to the gardener Pere three times while he's tending to the mansion's flowers. He speaks of a man named Gee in the Zao Desert, who may be able to teach Guy a new sword technique.

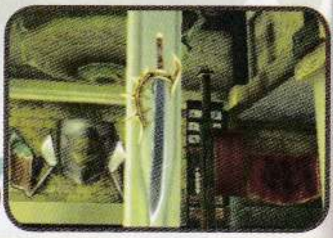
Sub Event 13: Albert Style Tech (Part 1 of 4)

After speaking with Susanne, go back to Ramda's room. Speak to him and the maids conversing with him to learn some troublesome news. The maids have accidentally sold important books containing Albert-Style sword techniques to a merchant. After receiving 20000 Gald to buy the books back, go to the Harbor area of Baticul to catch the merchant before he leaves. He's already sold 3 of the 4 books, but you can still buy the last one back for 20000.



Sub Event 14: Guy's Blade (Part 1 of 3)

After receiving the Ambassador Title and Guy rejoins your group, head back to Duke Fabre's mansion and speak to Pere, who's admiring a sword in the mansion entrance.



Sub Event 15: Jade's Past (Part 1 of 4)

Head to the northern end of Baticul's harbor. A mysterious boy reveals himself and attempts to kill Jade. In the process, tidbits of Jade's dark past are revealed.

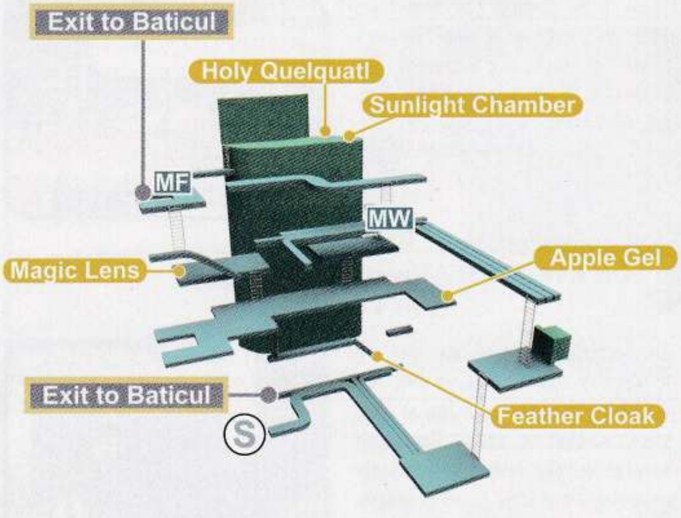
Sub Event 16: Fried Rice

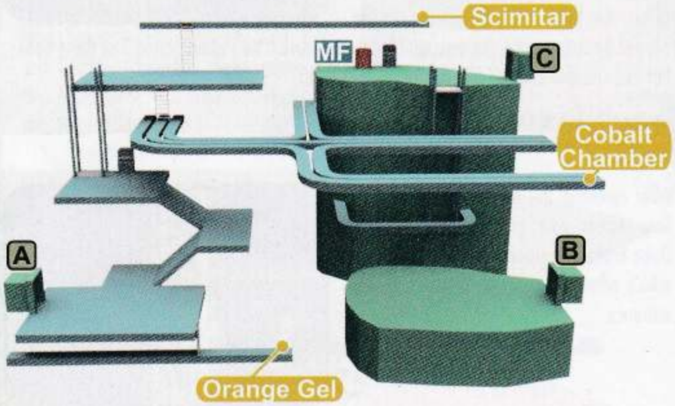
After your party regroups, sleep at the town inn. A cutscene initiates, giving you the recipe for Fried Rice.

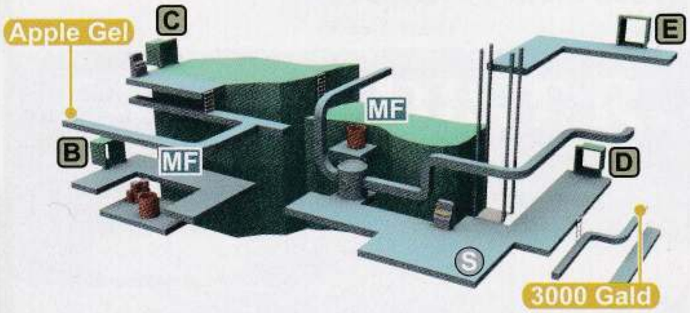
Sub Event 17: Sigmund Style Strategist

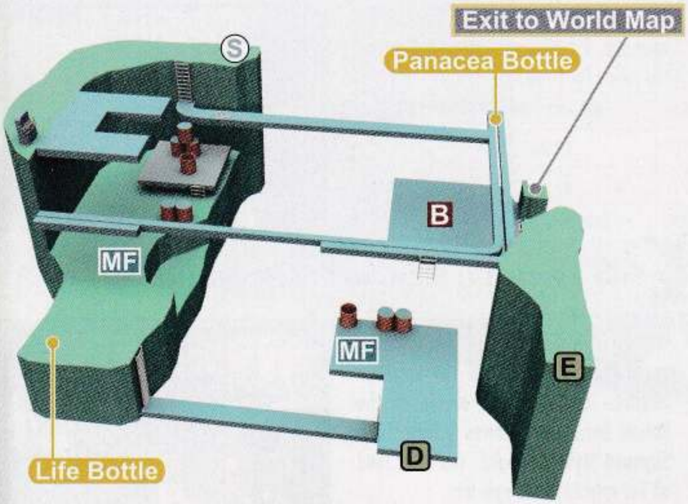
When you have over 300 enemy encounters, select Guy as the onscreen character and speak to Miyagi at the Baticul dojo. Guy receives a new Title: Sigmund Style Strategist. You must read all the tutorials to trigger this.

ABANDONED FACTORY









Conversation List

[illegible]	[illegible]
The Princess' Guards	Occurs automatically.
Natalia, the Seventh Fonist	Use a heal spell with Natalia.
The Princess' Cooking Struggles, Part 1	After Abandoned Factory event. Have Natalia cook.
The Princess' Cooking Struggles, Part 2	Have seen "The Princess' Cooking Struggles, Part 1". Have Natalia fail to cook 10 times.
Natalia? The Leader?!	Occurs automatically.
Be Careful!	Occurs after lighting up the oil in the Abandoned Factory.
The Worst in The World	After the Abandoned Factory to Akzeriuth Corruption event. Have Luke cook.
Can't We Just Get Along	Stay in the same map for over 2 min. within the Abandoned Factory.

Item List

Name
Feather Cloak
Apple Gel
Scimitar
Holy Quelquatl (Cannot be reached until later)
Sunlight Chamber (Cannot be reached until later)
Magic Lens
Cobalt Chamber
Orange Gel
Apple Gel
3000 Gald
Panacea Bottle
Life Bottle

OBJECTIVE CHECKLIST

1. Directly in front of the cart that brought you to the factory is a ladder. Climb down the ladder and walk to the end of the air conditioning shaft. It breaks and falls down. An item box at the end of the shaft falls with it, which you can obtain by climbing down the ladder directly in front of the exit. The item is behind some metal at the northeast corner of the bottom floor.

2. When you come to the inactive elevator, examine the machine next to it to turn it on. Use the elevator afterward to move to the next floor.

3. The machine that can't be read needs a light near it. Use Mieu's fire on the canister of oil next to it to create a makeshift lamp. After activating the machine, take the elevator south, and then walk along the shaft until it breaks. Take the shaft down to the exit below.

4. To illuminate the room, light the oil dripping from the roof into the canister below. Then head back to the exit next to the first drum of oil.

5. When you come to the second cart, activate it using the nearby machine and take it across the room. When it stops, you should see a machine to the north. Go to it and turn the wheel to the left. Then take the cart back across, and go southeast to find a ladder. Take the ladder down to find another drum with oil dripping into it. Light it, and then return to the cart and take it across the room yet again. Finally, go back to the oil machine and turn the wheel back to its original position. When you're finished, head over to the machine to the south and turn it on to activate the elevator. Take the elevator to the top of the room and enter the next area.

The puzzle in the final room may seem complicated, but the idea behind it is simple. As always, you need to light the area so you can activate the machine that runs the nearby cart. To do so, walk along the edge of the top floor to lower a ladder. Take the ladder down, and then push the empty oil drum south until you see an opening along the gate that lines the cliff. Push the can into that opening, and then walk south along the ducts below until you come to another oil drum. Light the drum on fire, and then take the ladder north. Walk along the oil pipe until it breaks, spilling oil directly into the drum canister you moved earlier. When you're finished, head back to the oil canister and light one of the dripping oil drops on fire. Now go back to the machine at the top of the room and activate it to start the cart. Be sure to use the nearby save point before getting on the cart. A boss battle awaits at the other end.

ABADDON

Enemy Statistics

Level	15
HP	22000
TP	150
EXP	1190
Gold	2000
ATK	197
DEF	333
Fonic ATK	186
Fonic DEF	271
Elemental Weakness	None
Elemental Resistance	None
Item	Lavender(100%)

Nothing fancy here. Just use Free Run constantly to avoid the majority of Abaddon's attacks. When you see one of his attacks miss, run in and hit him with a combo. He's large and easy to hit, so use Luke's 5 hit string (✚ + ⊗, ⊗, ⊗), and then cancel it into his Sonic Thrust, which can then be canceled into his Fang Blade Rage or Fang Blade Havoc. Use other characters in your party to add hits to your combination, and keep it going for as long as possible. Because it's so easy to land party-based combinations against the hulking Abaddon, it's entirely feasible to end this fight with three or four big combos.

PART 2

EAST ABERRIAN PLAINS

Conversation List

Conversation Name	How to Start
Asch Revealed	Occurs after you leave Abandoned Factory.
Ion's Safety	Enter and finish a battle.

Conversation Name	How to Start
The Worst in the World?	Cook a recipe with Luke.
Showers Are Awesome – Guy Talk	Wander around in the Zao Desert for over 2 minutes.

OBJECTIVE CHECKLIST

1 Follow the nearby road, which leads directly to the Zao Desert. From there, you have a choice: Either go to the Oasis nearby, or go around it and make a stop in Chesedonia for shopping. Either way, eventually you'll have to head back to the Desert Oasis to find clues to the whereabouts of the Zao Ruins.

Sub Event 18: Curious Princess

If you've found at least 6 search points, pay Din a visit in Chesedonia. Make up to 5 items in his shop, and Natalia receives the Curious Princess Title.

Early Super Weaponry

There's a search point extremely close to the entrance to the Zao Ruins. This search point happens to carry the majority of the items needed to obtain a small list of powerful weapons in Din's Shop (Iron Sand, Scorpion Needle, Copper Ore, Chesedonia Cactus, Naevimetal). It's possible to empty the search point of items and then enter and exit the Zao Ruins to cause the search point to reappear. This enables you to gain as many of the items as you need in a relatively short period of time. When you've gathered a large amount of them, travel to Chesedonia and give Din the aforementioned trade items. Be sure to give him plenty of Gald as well, in order to improve your chances of receiving great items. If you're lucky, you may receive a handful of overpowered items.

The following is a list of some of the weapons that you might obtain. Keep in mind that many of these weapons can make the vast majority of the upcoming battles extremely easy, so it's up to you whether to choose weapons that offer a more balanced battle, or those that overwhelm the opposition with ease.

Weapon List

Name	ATK	F.ATK
Steel Sword	170	0
Bastard Sword	340	0
Katana	530	0
Corsesca	125	125
Partisan	210	210
Trident	352	352
Self Bow	170	0
Killer Bow	360	0

THE DESERT OASIS

Conversation List

Conversation Name	How to Start
Where Are the Zao Ruins?	Occurs as you enter the Oasis.
Jade Knows Everything	Occurs after you're in the area for 2 minutes.

Conversation Name	How to Start
Special	Donate 100 Gald and drink from the spring.
Asch's Voice	Occurs after you leave Oasis.

Item List

Name
Apple Gel

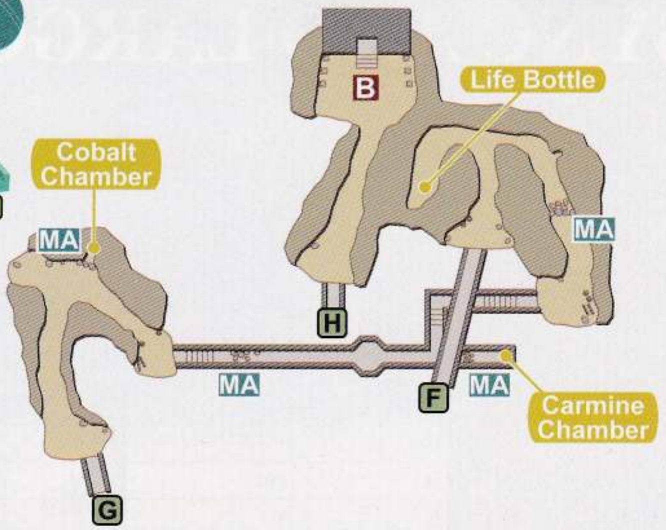
OBJECTIVE CHECKLIST

1 Look around town and speak to its inhabitants to receive information on the Zao ruins. There's also a tree that contains an Apple Gel, but you can't reach it without Mieu's attack (which you'll be receiving within the Zao Ruins).

Sub Event 19: Guy's New Technique (Part 2 of 5)

Enter the house at the northern end of the village. Speak to the old man in the back to receive the Hod Citizen Registry, which plays a vital role in enabling Guy to learn a new Arte.

ZAO RUINS



Conversation List

Conversation Name	How to Start
The God-Generals' Plan	Occurs automatically.
Hurry to Akzeriuth	Enter battle after getting Mieu Attack.
A Memorable Character	Stay in area where Mieu Attack is procured for over 2 minutes.
Ion Rescued	Occurs after fight with God-Generals.

Item List

Name
Apple Gel
2400 Gald
Life Bottle
Panacea Bottle
Cobalt Chamber
Carmine Chamber
Orange Gel
Stre Forte
Breast Guard

OBJECTIVE CHECKLIST

1. Walk down the spiraling ledge. When you reach the bottom, grab the Apple Gel and continue through the south door. The path that goes west leads to a dead end at the moment, so go south instead.

2. When you come to a shining yellow crystal on the ground, Mieu gains the ability to attack objects on the field map. This technique enables you to break and clear rubble that may be obstructing your path. Hold the R2 button while pressing ✚ or ✚ on the directional pad to switch between Mieu's fire and attack abilities.

3. Once you obtain Mieu's attack, backtrack to the fork in the road and take the west path you skipped earlier. Follow it until you come to a collection of rocks blocking the road. Do a little snooping around on the east side of this area to find an item box containing 2500 Gald. Then smash the rubble in the road with Mieu's attack to continue.

4. From here on out, the path is mostly linear. Several piles of rubble block your way, but none of them can withstand Mieu's new attack.

SYNC AND LARGO

Sync's Fonic Artes are extremely powerful, so make it a point to eliminate him as soon as possible. Set all party members to target Arte users so that you'll receive plenty of support. If Largo ever interferes with your attack, lure Sync away from him by getting his attention and using the Free Run ability.

Once he's out of the picture, it becomes a lot easier to tear down Largo. Use the Free Run ability to quickly run near him and lure out an attack, and then quickly run away to avoid it. When he's recovering from his thoughtless move, dash in and assault him with the biggest combo possible.

Sync's Statistics

Level	20
HP	13000
TP	200
EXP	800
Gald	1400
ATK	210
DEF	222
Fonic ATK	154
Fonic DEF	150
Elemental Weakness	None
Elemental Resistance	None

Largo's Statistics

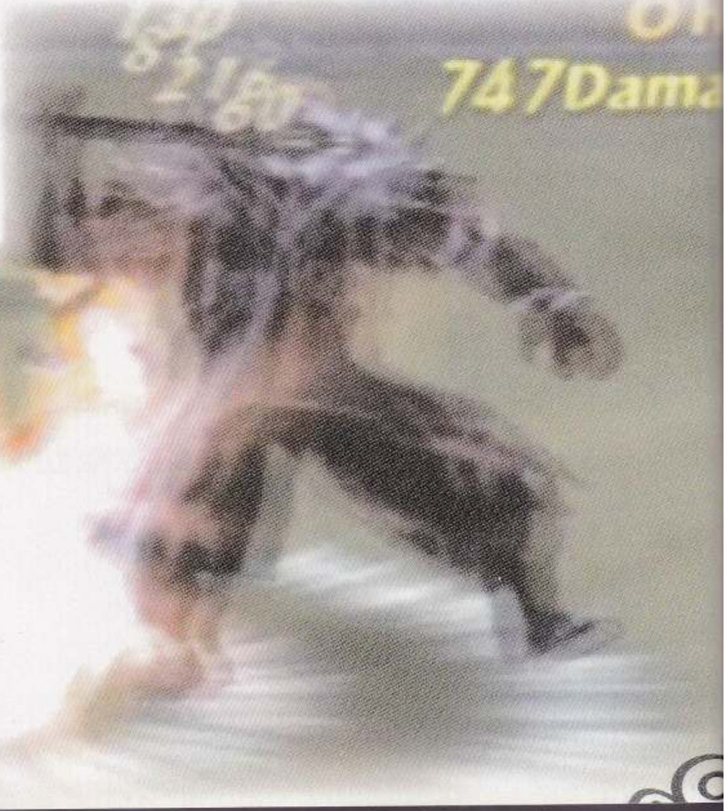
Level	20
HP	17000
TP	100
EXP	800
Gald	1000
ATK	265
DEF	210
Fonic ATK	161
Fonic DEF	100
Elemental Weakness	None
Elemental Resistance	None

Return to the Oasis

Once you're finished with the Zao Ruins, you may be interested in making another stop at the Desert Oasis. A new conversation is available for viewing, which you initiate by drinking from the fountain. You can also grab that Apple Gel you missed before by attacking the tree on the east side of town with Mieu's attack. Whether these two things are worth the excursion back, however, is up to you.

Conversation List

Conversation Name	How to Start
Crazy	Drink from Oasis Spring after defeating Sync and Largo



CHESEDONIA

Conversation List

Conversation Name	How to Start
Luke's Headaches	Occurs after you enter Chesedonia.
The Way to a Man's Heart	Occurs after you cook a recipe with Anise.

OBJECTIVE CHECKLIST

1 Simply walk north to the nearby inn to watch a new cutscene. When it's finished, head to the northeastern edge of town and visit the Malkuth Consulate.

Sub Event 20: Ant Lion Man...? (Part 2 of 5)

TLP	Chesedonia/Chesedonia + 100, Chesedonia/Sheridan + 200, Chesedonia/St. Binah + 200

Remember where you first met the Ant Lion Man? Well, head to that same area again, in the secluded alley north of the armor shop.

KAITZUR NAVAL PORT

Conversation List

Conversation Name	How to Start
Guy's Injury	Occurs after you enter town.
Goodwill Ambassador	Sleep at town inn.
What We Can Do for Akzeriuth	Occurs after you leave Kaitzur Naval Port

Conversation Name	How to Start
Mohs and the War	Occurs after you leave Kaitzur Naval Port.
Akzeriuth's Ore	Occurs after you leave Kaitzur Naval Port.

OBJECTIVE CHECKLIST

1 Go to the nearby inn and take a rest to spawn a conversation. When it's finished, save your game and leave town.

2 Travel northeast out of town. Eventually you come to a road that leads to a mountain pass. Proceed inside and enter Deo Pass.

Sub Event 21: Guy's New Technique (3 of 5)

If you're up for the walk, take a trip back to Kaitzur. Move into the northern section of town (Malkuth side) and speak to the man just south of the inn. He shows Guy a thing or two with the sword, allowing him to learn a new technique called Tempest!

Sub Event 22: Black Dream Fan Club (3 of 3)

Although it's hardly worth the trip back, return to St. Binah and speak to Ayn to finish off the Black Dream Sub Event. You don't really need to do it now, though. Just keep it in mind and go back later when it's easier to get to St. Binah.

DEO PASS

B
A
Gothic Mace
MA
MA
1600 Gald
MA
Apple Gel
Exit to World Map
Panacea Bottle
C
MA
B
A
D
MA
C
S
MA
MA
D
1800 Gald
Cobalt Chamber
E
F
E
F
MA
Apple Gel
G
H
H
G
MA
Steel Bow
I
S
MA
Apple Gel
MA
Exit to World Map
Orange Gel
MA
I

Conversation List

Conversation Name	How to Start
Careless Words	Occurs after you enter Deo Pass.
The Road to Akzeruth	Occurs after you enter Deo Pass.
Stop Making Fun of Me!	Occurs after the battle with Legretta.
A Kind Teacher	Occurs after you leave Deo Pass.

Item List

Name
1600 Gald
Apple Gel
Gothic Mace
1800 Gald
Apple Gel
Orange Gel
Apple Gel
Cobalt Chamber
Panacea
Bottle
1500 Gald
Steel Bow

OBJECTIVE CHECKLIST

1. There are several trees in this area. Hit them with Mieu's attack to cause items to drop from their limbs. Be sure to do this to *all* of the trees in the area. Watch out! Some turn into enemies and attack you in kind!

2. You can shatter the large boulders in the area with Mieu's attack. The majority of the boulders tend to block your paths to new areas, so destroy all of them to explore the whole map.

3. When you come to the tree near a cliff, hit it with Mieu's attack. An item box flies into an abandoned home below. Enter the home by taking the southern path below it until you come to a ladder. Climb the ladder and open the box inside the home to receive the Steel Bow.

LEGRETTA

Enemy Statistics

Level	21
HP	31000
TP	280
EXP	2100
Gald	2500
ATK	357
DEF	319
Fonic ATK	224
Fonic DEF	196
Elemental Weakness	None
Elemental Resistance	Light 0.75
Items	Sephira(100%), Camomile(100%)

Free Run is the most important element in this fight. If Legretta manages to hit you with any of her gun attacks, she inflicts absolutely absurd amounts of damage. You can avoid most of these attacks by constantly circling around her.

Pay close attention to the cross that appears on the ground. It's the starting phase of a Fonic Arte that attacks within that area. Its starting animation is slow, so as long as you react quickly enough, it's easily to avoid.

Lastly, Legretta's Searing Sorrow attack can completely eliminate a character. The starting animation of this attack is easy to spot; a giant ball of fire appears over her head just before she launches it at one of your party members. Carefully use Free Run to avoid the attack, and then nail her with a combination.

AKZERIUTH

Conversation List

Conversation Name	How to Start
What I Can Do	Occurs as you enter town.
Tragedy	Occurs as you enter town.
The Mining Town, Akzeriuth	Occurs as you enter town.
The Pain of Akzeriuth	Occurs as you enter town.
All the Help We Can Get	Sleep at the inn.

Item List

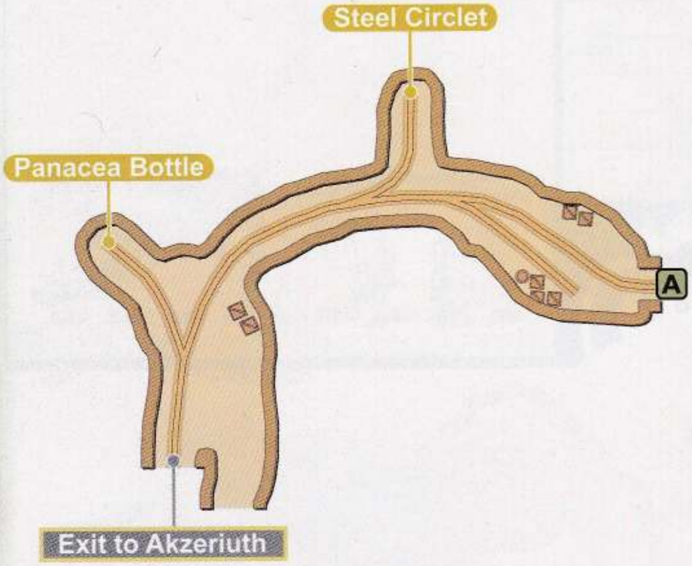
Name
Apple Gel
Apple Gel
Apple Gel
Orange Gel
Orange Gel
Orange Gel
Life Bottle
Panacea Bottle

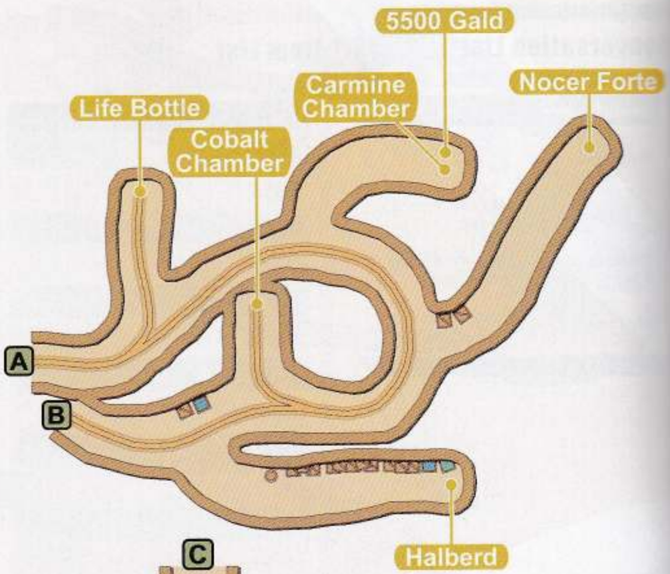
OBJECTIVE CHECKLIST

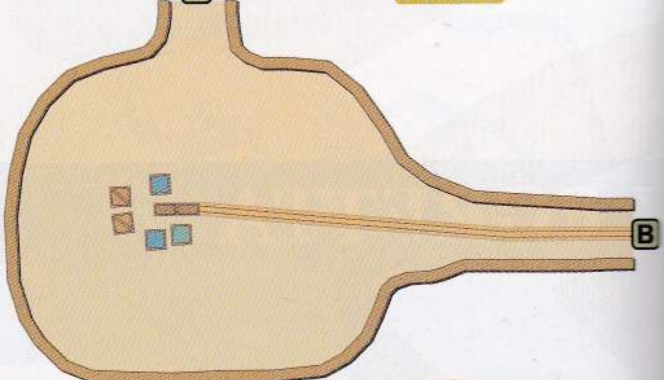
1. Go to the east and enter the first door you see. Speak to the man at the desk to receive 3 Apple Gels, 3 Orange Gels, a Life Bottle, and a Panacea Bottle.

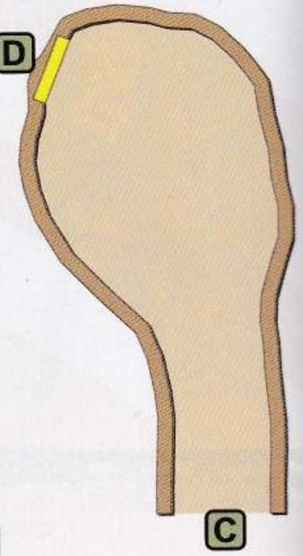
2. Walk down the slope to the south, and then head over to the inn on the east side of the room. Take a nap, buy some items, and leave. When you're ready, proceed to the elevator and lower yourself into the abyss.

AKZERIUTH MINE SHAFT 14









Conversation List

Conversation Name	How to Start
Into the Depths	Occurs as you enter the mine.
Where's Master Van?	Occurs as you enter the bottom of the mine.
As the Goodwill Ambassador	Occurs as you enter the bottom of the mine.
Master Van Will Know!	Occurs as you enter the ruins.
What Happened...?	Occurs after Akeriuth's fall.
Van's True Intentions	Occurs after you board the Tartarus.
Responsibility	Occurs after you've traveled for a short period of time in the Tartarus.

Item List

Name
Archery Gloves
Steel Circlet
Panacea Bottle
Life Bottle
5500 Gald
Carmine Chamber
Nocer Forte
Cobalt Chamber
Halberd

OBJECTIVE CHECKLIST

1. Tear leaves your group at the entrance to this dungeon. To compensate for the loss of a healer, move Natalia into your party.

2. The splitting roads may seem confusing, but they tend to lead to immediate dead ends holding items. Follow the road and take every alternate route to procure every item within the dungeon.

Controlling the Tartarus

After the collapse of Akzeriuth, you regain the control of the Tartarus yet again. The ⊗ button moves the ship forward, while ■ moves you in reverse. Use the left analog stick or L1 and R1 to turn the ship left and right. Pressing the Start button toggles through the world map and radar. When you're finally ready to leave the ship, press the ● button near a city with a port.

Duel

Luke finally clashes with Asch, his twin and apparent superior. What follows is a battle sequence that you can control. There's no way to really win or lose this fight; defeating Asch nets a small amount of EXP and Gald, but nothing else. Losing to him continues the story as normal. Either way, nothing changes the outcome of the events to follow.

YULIA CITY

Conversation List

Conversation Name	How to Start
Luke and Asch – Part 1	Occurs after you enter Yulia City.
Asch's Miscalculation	Occurs after you leave Tear's room.
Back to the Outer Lands	Occurs after you return to Outer Lands.
Thinking of Luke	Occurs after you return to Outer Lands.
Cooked with Love	Occurs after you cook food with Asch after returning to Outer Lands.

Item List

Name
Deck Brush
Character Disc (Cannot be gained until Luke rejoins party)
Sild Forte (Cannot be gained until Luke rejoins party)

OBJECTIVE CHECKLIST

1. Check the closet on the left side of the room to find the Deck Brush. Then head downstairs and talk to Tear.

2. After speaking to Tear, grab the recipe on the dining room table. Then head outside. Go to the western part of this area and speak to the man to complete another Sub Event.

3. When that's finished, go through the glowing corridor to the north. Go up the stairs and enter the room on the second floor. Speak to the mayor in the back of the room, and pick the second choice to leave Yulia City.

Sub Event 22: Ramen

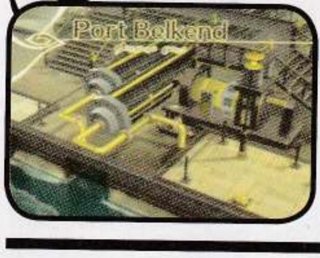
Tear's room contains a dining table. On the far edge of the table is a notebook. Examine the notebook to obtain the recipe for Ramen, the Japanese noodle dish.

Sub Event 23: Yulia City Allocation (1 of 3)

TLP	Yulia City/Daath + 200, Yulia City/Engeve + 200

Speak to the man at the west corner of town, just outside Tear's room. He's in a panic and needs 3 Apple Gels from you. Give them to him to receive a TLP boost for Yulia City.

Traveling to Port Belkend



From your current position, travel directly east. You come to a desert island sporting extremely high cliffs. Go south around the island, and then turn north and travel along its eastern edge. Quickly make a right and start hugging the west coast of the green island next to you. Continue moving north until you come to Port Belkend.

PORT BELKEND

Conversation List

Conversation Name	How to Start
Searching for Van's Tracks...	Occurs after you enter Port Belkend.

OBJECTIVE CHECKLIST

1 Nothing to do here; simply exit the town. Follow the road that leads away from the port to end up in the City of Belkend.

BELKEND

Conversation List

Conversation Name	How to Start
A Promise Fulfilled	Occurs after you enter Belkend.
Forbidden Technology	Occurs after you speak with Spinoza.
They All Went with Asch	Occurs after you exit a few rooms within the laboratory.
Guy Leaves	Occurs when Guy leaves party.
Memories	Occurs when Guy leaves party.

Item List

Name
Orange Gel
Dark Seal
Warrior Maiden
6000 Gald (Cannot be obtained until you have Luke in party again)
Poison Charm (Cannot be obtained until you have Luke in party again)

OBJECTIVE CHECKLIST

1 Just as you enter town, examine the strange pedestal to the northwest of your location. A mechanical arm grabs a nearby crate and breaks it open, revealing an item box. Open it to find an Orange Gel ripe for the picking.

2 Move south along the town's streets until you come to a fork in the road. Take the west path. When you enter the new area, notice the batch of movable boxes at the top of the screen. Despite what it looks like, those items cannot be procured just yet, so skip past them and go west. Enter the Fon Machine Laboratory and proceed north.

3 When you enter the laboratory's medical center, check the shelves behind Doctor Shu to find the Warrior Maiden. Move into the next room over and check the drawers to find a Dark Seal. Leave the medical center and follow the path until you find Spinoza.

4 After speaking with Spinoza, leave the laboratory. Guy announces that he's leaving the party to go back and pick up Luke, who's still incapacitated in Yulia City. When the cutscene finishes, make preparations to leave town and raid yet another dungeon.

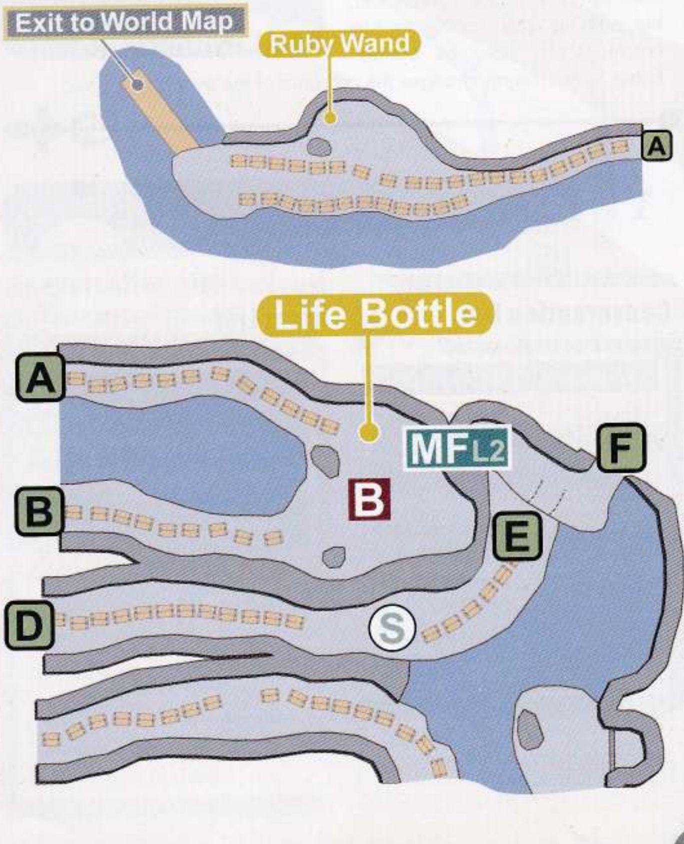
Sub Event 24: Soba Noodles

Move south along the streets of Belkend until you come to a road split. Take the south stairs and follow them until you come to another staircase. Directly to the right of the staircase is an alley that moves under a platform. Go into that alley to find a man stuck in a hole. Pull him out of the pit to receive the recipe for Soba Noodles.

Sub Event 25: Natalia's New Technique

Before heading to the next dungeon, make a stop at Sheridan Port, which is just north of Port Belkend (on the coast of the desert island). Walk west as you enter the port to find a band of ruffians pushing around an old man. After Natalia saves the old man, a new skill becomes available called the Gallant Barrage. You end up in Port Daath afterwards, so board your ship again and prepare for another trip.

ORTION CAVERN



Conversation List

Conversation Name	How to Start
A Mysterious Facility	Occurs after you enter the cavern.
Watch Your Mouth!	Occurs after you enter the cavern.
Luke's Worries	Occurs after you have a few battles.
Mirrorstone	Linger for 2 minutes after you defeat the Ancylopolyp

Item List

Name
Ruby Wand
Cobalt Chamber
15000 Gald
Carmine Chamber
Life Bottle
Glass Chamber
Nimble Rapier

OBJECTIVE CHECKLIST

1 The road to the laboratory at the end of this dungeon is extremely straightforward. Follow the path while picking up the item boxes you find along the way. When you reach the end, start backtracking after you initiate the cutscene about the laboratory's findings.

ANCYLOPOLYP

Enemy Statistics

Level	26
HP	35000
TP	100
EXP	3500
Gald	5000
ATK	344
DEF	350
Fonic ATK	283
Fonic DEF	282
Elemental Weakness	None
Elemental Resistance	None
Items	Aquamarine(100%), Basil(100%)

The focus of this fight is divided between the Ancylopolyp and the mini-polyps that appear on the field. Asch and two other members of your party should largely focus on Ancylopolyp. Set one of your other character's strategy to Different Enemy to ensure someone is attacking the polyps at all times.

As with most boss characters, Free Run is extremely important here. Pay close attention to the direction he fires his bubble attack, and cautiously move around them. Continue running circles around him until you see him make an attack, and then run in and attack him as he's recovering. After taking enough damage, the Ancylopolyp hunches over and enters his shell. He cannot be damaged once he's inside, so back away from the beast and focus on the nearby polyps. Use any of the additional time you have to heal or cast status increasing abilities (such as Asch's Steel). When he reveals his ugly mug again, move in and continue the assault.

YULIA CITY

Conversation List

Conversation Name	How to Start
Thinking for Myself	Occurs after Luke cuts his hair.
Lost Technology	Occurs after Luke cuts his hair.
Cheogles Never Forget	Occurs after you linger in Tear's room for 2 minutes.
Brother and Sister	Occurs after you linger outside of Tear's room for 2 minutes.
Starting a New Journey	Occurs after you speak with Teodoro.
Why Did You Stay?	Occurs after you receive the Principle of Fonology.

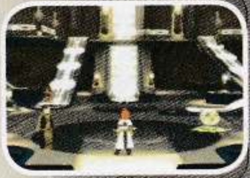
Item List

Name
Character Disc (Cannot be gained until Luke rejoins party)
Scild Forte (Cannot be gained until Luke rejoins party)

OBJECTIVE CHECKLIST

1 Leave the garden and move into Tear's room. Go downstairs and enter the northern room. Tear should start going over a new item called the Character Disc (refer to Sub Event 25). Once she's finished speaking, check the box on the left side of the room to receive the Scild Forte.

2 Leave Tear's quarters and proceed to the west. Enter the northern portal to enter the room with two staircases. Take one of the staircases up to the second floor and enter the room in the middle.



3 After speaking with Teodoro, initiate the Sub Events in the area, and then proceed to Tear's room again. Go to the second floor to receive the Principles of Fonology book. When you're ready to leave, exit Tear's residence and proceed to the second floor of Yulia City. Enter the portal on the east side of the floor and select the bottom option.

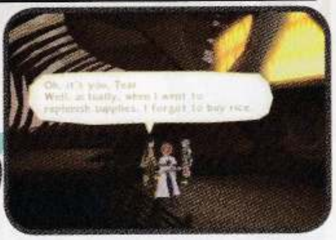
Sub Event 25: Character Disc

Enter the northern room in Tear's quarters. You receive the Character Disc, which is a data folder that enables you to examine the polygon models of every character you've encountered thus far.

Sub Event 26: Yulia City Allocation (2 of 3)

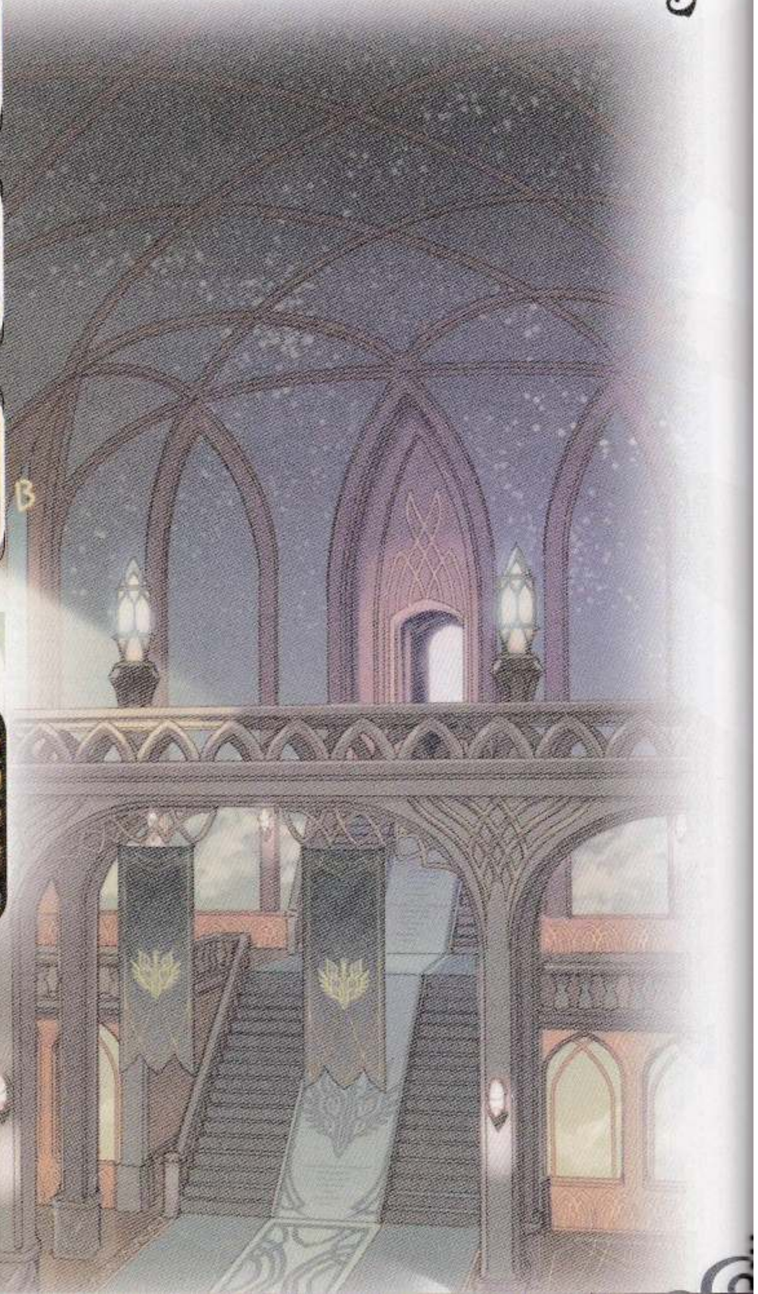
TLP	Yulia City/Daath + 300, Yulia City/Engeve + 300

Remember the man you gave 3 Apple Gels to before? Speak to him again to receive yet another donation request. Give him 5 bags of rice to finish the event.

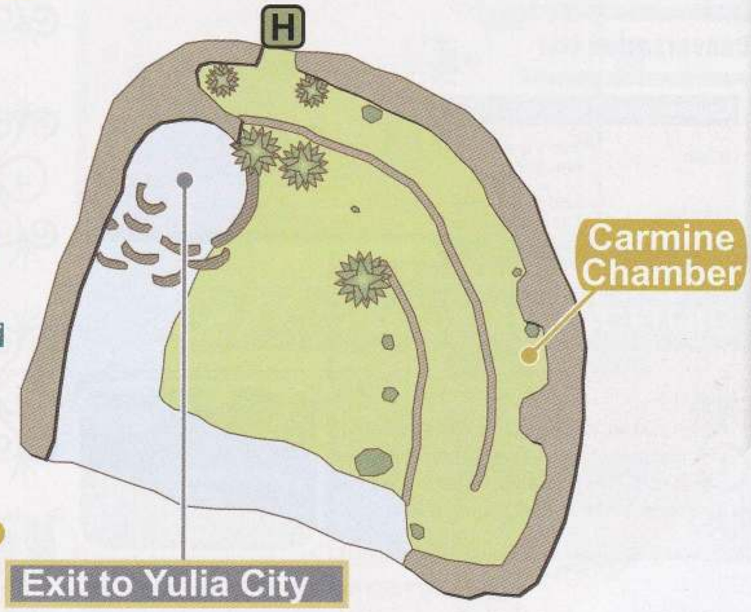


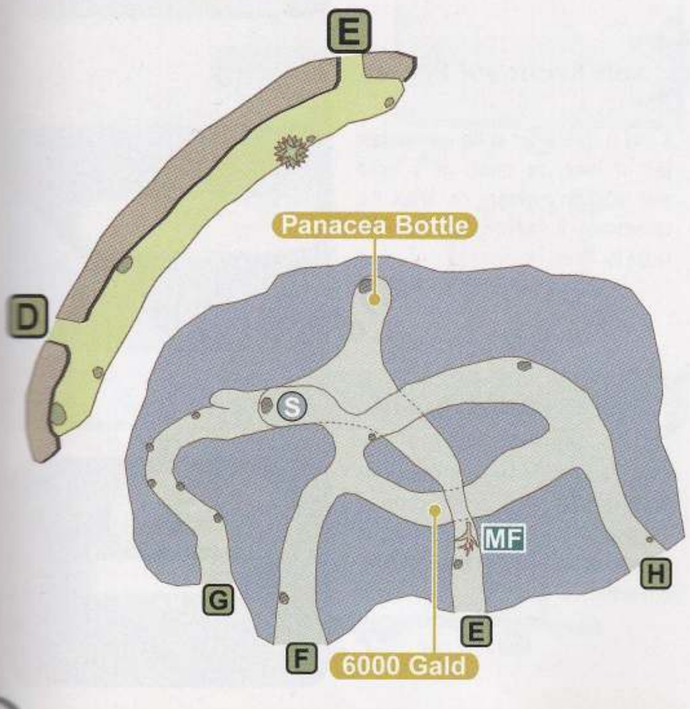
Sub Event 27: Tear's Hymns (1 of 2)

Enter the room that leads to Teodoro's office. Layla speaks to Tear about another Fonic hymn. Afterward, go to the second floor of the same room and enter the portal in the middle. Speak to Layla, who's sitting in the desk at the very back of the room.. You'll receive the Holy Song for your efforts.



ARAMIS SPRING





Conversation List

Conversation Name	How to Start
The Yulia Road	Occurs automatically.
Has Luke Changed?	Occurs after you enter a battle with Guy in the group.
No Matter What the Score Says...	Occurs after you enter a specific room in Aramis Spring.
A Harsh Greeting	Occurs after Jade rejoins the group.
Daath	Occurs after A Harsh Greeting sequence.

Item List

Name
Carmine Chamber
Panacea Bottle
6000 Gald
Nimble Rapier
Silver Mail
Yellow Ribbon
Pineapple Gel

OBJECTIVE CHECKLIST

1. Roots hang from the top of the roof in several places in this area. Use Mieu's fire to burn down the roots and proceed to the next area.

2. After leaving the Aramis Spring cave, explore the both the west and east edges of the area to find two item boxes.

PADAMIYA & DAATH, HILL OF THE FOURTH MONUMENT

Conversation List

Conversation Name	How to Start
To Daath!	Occurs after you exit Aramis Spring.
Finding Anise	Occurs after you exit Hill of the Fourth Monument.

OBJECTIVE CHECKLIST

1 As you leave Aramis Springs, walk down the hill and make an immediate left. Follow the road until you come to the Hill of the Fourth Monument. Speak to the people nearby. Then leave the area to proceed to Daath.

DAATH

Conversation List

Conversation Name	How to Start
The People of Daath	Linger in the first area of town for a short period of time.
A Perfect Replica	Rest at the town inn.
Regaining Trust	Change map after Anise rejoins the group.
Twisted Love?!	Occurs after the Regaining Trust sequence.
Anise Gets Things Done	Occurs shortly after you receive Permit from Tritheim.

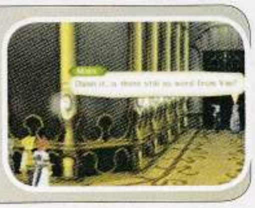
Item List

Name
Esprit Forte

OBJECTIVE CHECKLIST

1 Pay close attention to the Sub Event section, and handle those in the first area you enter. When finished, proceed north to the next area.

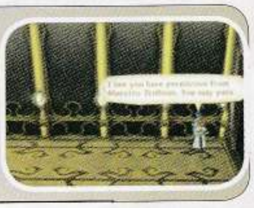
2 Anise is waiting for you at the steps to the Daath cathedral. After picking her up, go north into the cathedral. Make an immediate right, entering the first corridor you come to. Follow the hallway until a cutscene between Mohs and Legretta begins.



3 Return to the cathedral's main hall. Speak to the woman on the west side of the room, who ends up being Anise's mother. When you're finished, walk up the stairs in the center of the room and proceed into the room where Tritheim resides.

4 Speak to Tritheim to receive a permit to enter Oracle Headquarters. Before leaving, talk to Anise's father, who's standing around in the east side of this room.

5 Go south into the cathedral's main hallway, and then go east into the same hallway where you encountered Legretta and Mohs. Go to the end of the hallway to enter the next dungeon.



Sub Event 28: Hyperresonance Training (1 of 4)

Stay at the inn in Daath to initiate a cutscene. Tear begins the first steps of a training regimen that will teach Luke to use Hyperresonance on command.

Sub Event 29: Music Box (1 of 7)

TLP	Daath/Engeve +200, Daath/ Saint Binah +200, Daath/Chesedonia +200, Daath/ Keterburg +200, Daath/Sheridan +200

Walk up the stairs at the bottom-left corner of town. A cutscene starts when you speak to the old man there. He gives you a Fonic disc called Prelude.

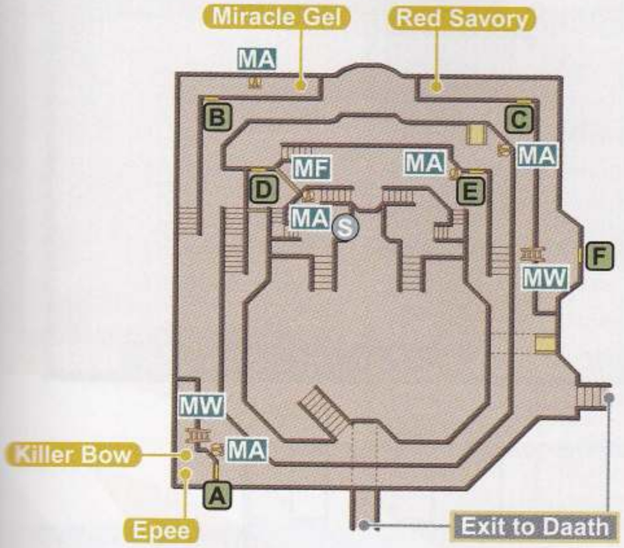
Sub Event 30: Pizza

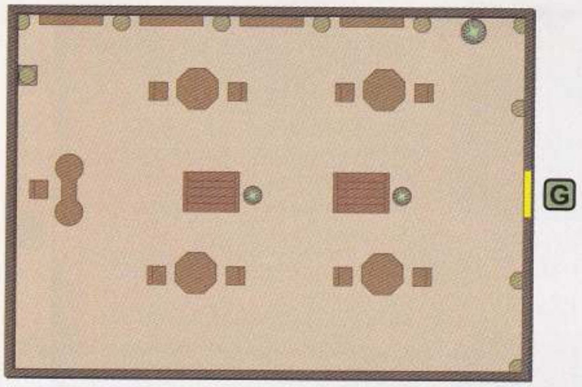
A chef is chilling out at the northeastern part of town. He speaks of a brand new recipe he's working on. When the conversation is finished, you gain the recipe for Pizza.

Sub Event 31: Sushi

Enter the library in the west side of the Daath cathedral. Walk into the center of the room and examine the notebook at the edge of the table. The recipe for Sushi is revealed!

ORACLE HQ


Miracle Gel
Red Savory
MA
B
C
MA
MF
MA
D
E
MA
S
F
MW
MW
Killer Bow
MA
A
Epee
Exit to Daath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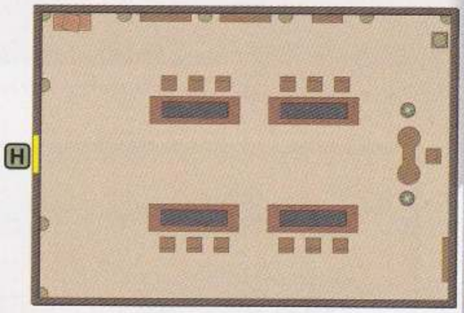
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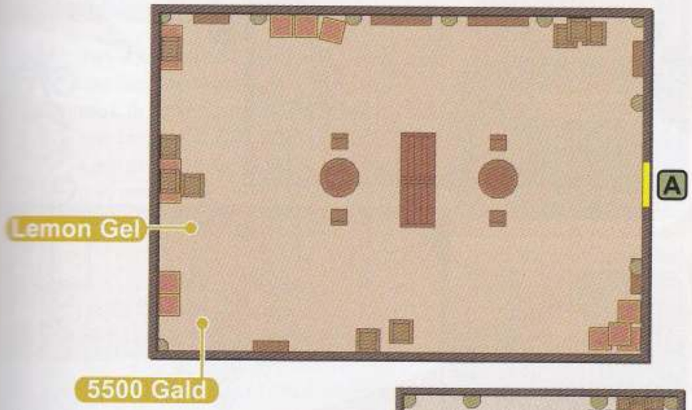
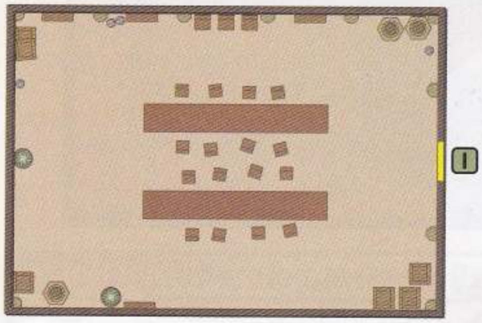

A
Lemon Gel
5500 Gald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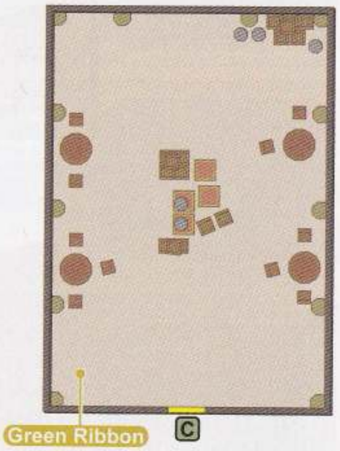
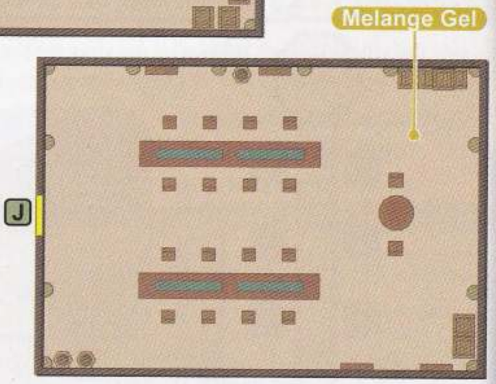
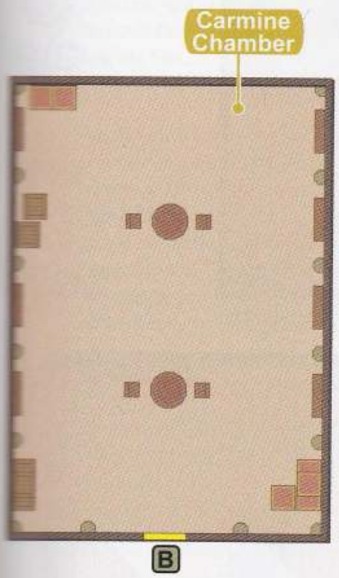
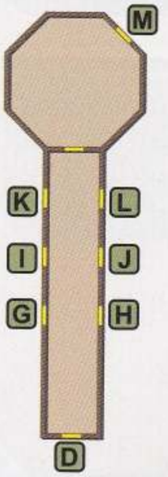

Green Ribbon
C


Melange Gel
J


Carmine Chamber
B


M
K
L
I
J
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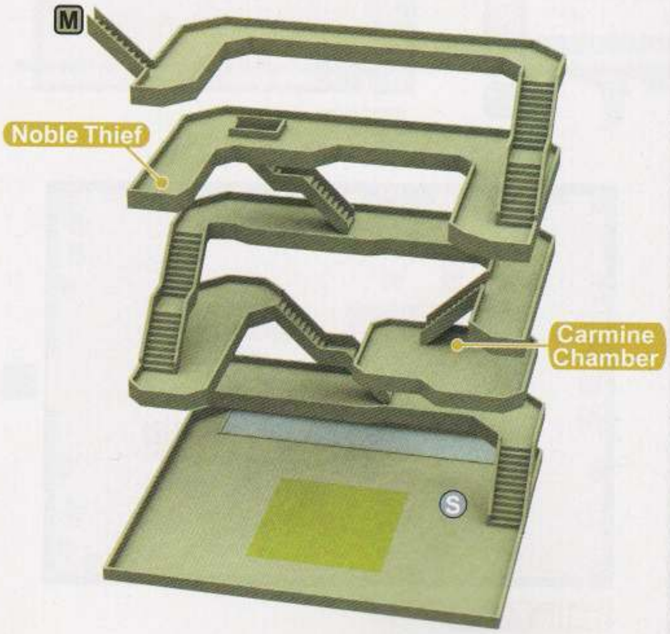
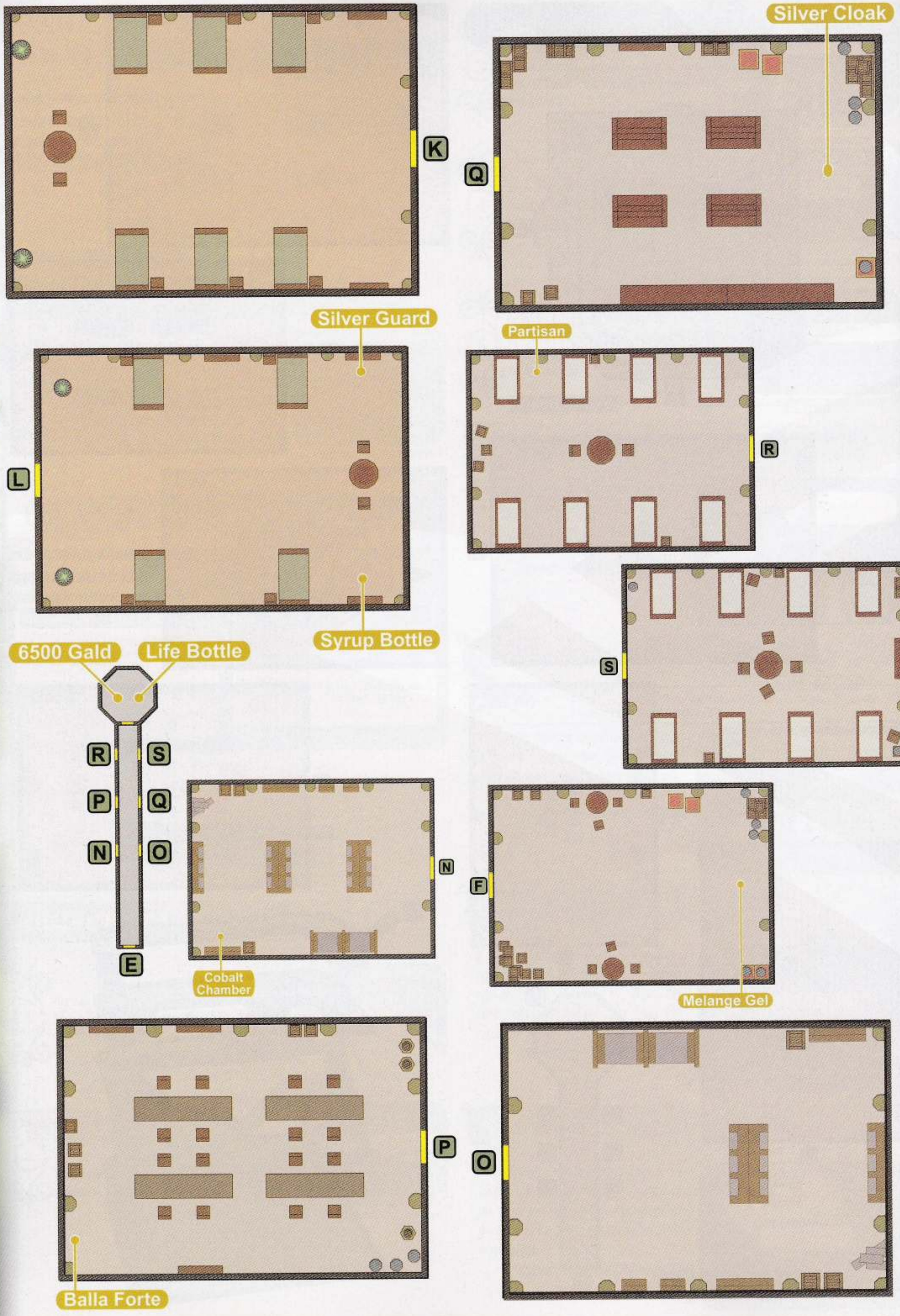

M
Noble Thief
Carmine Chamber
S



Silver Cloak
K
Q
Silver Guard
Partisan
R
L
Syrup Bottle
6500 Gald
Life Bottle
S
R
S
P
Q
N
O
N
F
E
Cobalt Chamber
Melange Gel
P
O
Balla Forte

Conversation List

Conversation Name	How to Start
Protecting the Score	Occurs as you enter headquarters.
The Oracle Headquarters	Occurs after the Protecting the Score sequence.
Ring the Gongs!	Occurs 2 minutes after you ring the first gong.
We Meet Again	Occurs after Natalia rejoins groups.
Tear's No Spy	Occurs after We Meet Again.

Item List

Name	
5500 Gald	Syrup Bottle
Miracle Gel	Melange Gel
Partisan	Noble Thief
6500 Gald	Carmine Chamber
Life Bottle	Red Savory (Cannot be obtained without Mieu Wing)
Balla Forte	
Silver Cloak	Killer Bow (Cannot be obtained without Mieu Wing)
Cobalt Chamber	
Carmine Chamber	Epee (Cannot be obtained without Mieu Wing)
Green Ribbon	
Lemon Gel	Melange Gel (Cannot be obtained without Mieu Wing)
Silver Guard	

OBJECTIVE CHECKLIST

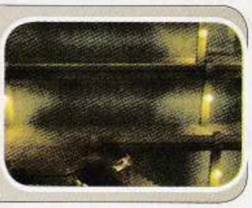
1 Many of the rooms in this area are locked, initially. To open them, a nearby gong has to be struck using Mieu's attack. This signals a guard. Start moving west after you enter the compound. When you come to a room with a giant gong next to it, use Mieu's attack to ring it. A guard reveals himself, unlocking the door to the room so that you may enter.

2 Go north after clearing out the room. Move up the western staircase and follow the path until you reach another gong. Ring it, and then proceed downstairs to deal with the guard. Enter the room and clean it out.

3 Exit the room and proceed south down the staircase in front of it. Follow the elevated ledge around the edge of the room, ignoring and passing the staircase going to the bottom floor. When you see stairs going to the third floor, take them.

4 Take the elevator to the second floor. Defeat the guard who spots your position and attacks you. Once he's knocked out, take the elevator down to the third floor again and hit the gong. A guard leaves the room above you and spots his fallen colleague, allowing you to take the elevator up to his position and slay him. Enter the unguarded room and search through the several additional rooms inside before moving on.

5 Take the elevator down to the third floor yet again. Then head west. Follow the path and take the stairs down to the next area.



6 In the next area, go east and deal with the guard defending the nearby room. When you're done searching the room, go west and place yourself directly next to the cage that's blocking your path to the nearby guard. Shoot Mieu's fire through the gate and hit the guard, which freezes him momentarily. While he's motionless, take the nearby staircase down and loop around to his location to defeat him. Once he's incapacitated, hit the nearby gong to summon a guard out of the west room. Slay him and continue inside.

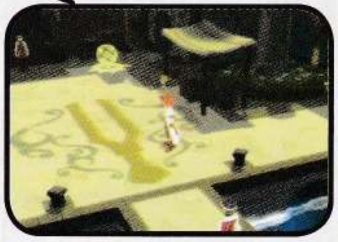
7 The final hallway of the dungeon contains several rooms, many of which hold items. The last room on the left side of the hallway is where Natalia and Ion are being held, but *don't* enter that room yet. First, go through the center doors in the back of the hallway to find the Noble Thief Disc and a Carmine Chamber. When you're ready to leave Oracle HQ, return to the room with Natalia and Ion inside.

Sub Event 32: Guy's New Technique (4 of 5)

Once you're finished with Oracle HQ, walk down the stairs in front of the cathedral and immediately turn into the east garden containing a monument. Speak to the old man to hear a hint pertaining to the location of another Arte master.

Returning to Daath Bay

Leave Daath and make your way to Daath Bay. Upon entering the port, save your game, and then speak to the man at the back of town to board the Tartarus.



Conversation List

Conversation Name	How to Start
Asch, Friend or…?	Occurs after you leave Hill of the Forth Stela.
The Tartarus Takes a Beating	Occurs after you enter Daath Bay.
Cruising in Style	Board the Tartarus and drive for a short period of time.

KETERBURG BAY

OBJECTIVE CHECKLIST

1 The only things to do here are a few Sub Events, which are explained in the following section. After those are finished, leave town and go west toward Keterburg.

Sub Event 33: Salad

Make your way over to the house on the west side of town. On the stool in front of the dining room table is a notebook. Open it to discover the recipe for Salad.

Sub Event 34: Warehouse Clean Up

TLP	Keterburg/Keterburg + 400

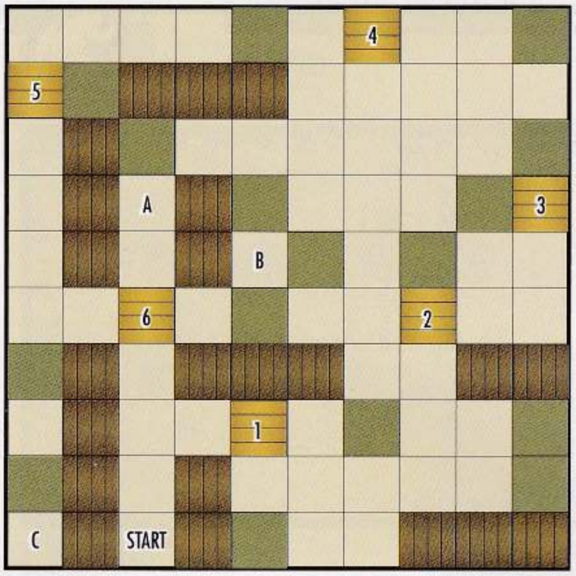
Speak to the depressed man standing in front of the warehouse on the east side of town. He begins to complain about the mess he has to organize inside the warehouse. He attempts to goad you into cleaning up the mess for him. Agree to his plea and start a box-pushing minigame.

Puzzle Solution

Box 1:	Push it right 1 space. Push it down 1 space. Pull it right 2 spaces. Pull it up 1 space.
Box 2:	Push it right 2 spaces.
Box 3:	Push it up 1 space.
Box 2:	Pull it up 2 spaces. Push it up 3 spaces.
Box 4:	Push it left 2 spaces.
Box 5:	Push it down 5 spaces.

Puzzle Solution

Box 6:	Push it right one space.
Item A:	Grab the Stun Bracelet.
Box 1:	Push it up 2 spaces. Push it left 3 spaces.
Item B:	Grab the Pineapple Gel.
Box 6:	Push it left 3 spaces. Push it down 3 spaces.
Item C:	Grab the Rebirth Doll.



KETERBURG

Conversation List

Conversation Name	How to Start
The Emperor's Love	Occurs sometime after you enter Keterburg.
An Unexpected Pitfall	Occurs after you enter the Casino.
The Perfect Man	Occurs after you stand near the statue in northern Keterburg.
Looking for Love	Occurs after you sleep at the Hotel.
Dist? A Genius?!	Occurs after you speak with a man wandering near the Item Box containing the Hourglass. Linger afterward momentarily.
Children Caught Up in Politics	After seeing the event in front of Peony's manor.
Errors and Excuses	Occurs after you stay the night in Keterburg after Nephry speaks to Luke.
The World Isn't That Easy	Occurs after you linger in the Casino with 100000 chips.

Item List

Name
Empty Girl Doll
Alca Forte
Hourglass

OBJECTIVE CHECKLIST

1 Make a stop in the Casino for a cutscene and a few conversations. You can play a few games of poker while you're there, if you're feeling lucky, but it's not really worth the effort at the moment.

2 Leave the Casino and go up the stairs directly to the east of the casino. When you enter the next locale, go directly north to move into the northernmost area.

3 A group of children are having a snowball fight. Walk up to the right snowball machine and use Mieu's attack on it. Proceed down the southwest path afterward into a new area. Grab the Hourglass in the small waiting area after entering.

4 Move into the western section of Keterburg by heading west from the same area you obtained the Hourglass. Enter Nephry's mansion, and check the cabinet in the northwest corner of the room to receive Aka Forte. Move into the northern room to speak to Nephry.

5 Go to the Keterburg hotel and then return to Nephry with Luke. When the discussion finishes, leave town and head back to Keterburg Bay. Hop on the newly repaired Tartarus and head out to sea.

Sub Event 35: Casino

TLP	Keterburg/Engeve + 300, Keterburg/Chesedonia + 300

Simply enter the Keterburg Casino. Anise throws a fit over not being old enough to gamble. After the cutscene is over, she receives the Grown-Up Child Title.

Nephry Ball Instructions

Choose 5 numbers from 0 to 30. Afterwards, 5 balls are drawn from a pile randomly. The number of chips you win varies, depending on how many of the numbers you selected are drawn. You get a special bonus if the bonus ball is drawn. However, if none of your numbers are drawn, all of your chips are lost.

Nephry Ball Payout Data

Correct Numbers	Chips Bet
5	x 1000
4	x 300
3	x 50
2	x 5
1	x 2
0	x 0

Poker Instructions

The poker game in the Casino isn't anything like real poker; you aren't really playing against anyone. You're simply trying to get the best poker-style hands possible. Place your chip bet, and then select which cards you don't want to hold with the ⊗ button. Press the ● button to exchange the cards you don't want with new ones. You receive a chip reward based on the kind of hand you have.

After you win a hand, you're asked if you want to double up. Selecting Yes prompts a basic guessing game. Based on the card on the table, anticipate whether or not the next card they lay down will be higher or lower than that card. If you guess correctly, your winnings are doubled. If not, you lose everything you just earned.

Poker Hands and Payout

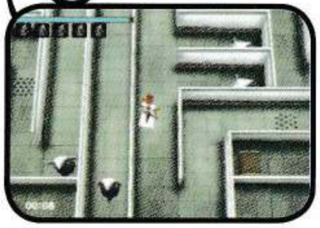
Hand	Chips Bet
Five of a Kind	x 100
Royal Flush	x 50
Straight Flush	x 20
Four of a Kind	x 10
Full House	x 8
Flush	x 7
Straight	x 5
Three of a Kind	x 3
Two Pair	x 2
One Pair	x 0

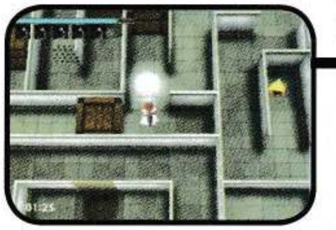
Sub Event 36: Labyrinth Mansion

TLP	Speak to the man.	Keterburg/Sheridan + 200, Keterburg/Keterburg + 200
	Give 200000 to that man.	Keterburg/Sheridan + 200, Keterburg/Keterburg + 200
	Talk to the man a third time.	Keterburg/Sheridan + 200, Keterburg/Keterburg + 200

Go up the east stairs directly next to the Keterburg Casino. When you reach the next screen, go right until you see a man standing outside of a mansion. Speak to him to get the lowdown on his new project. Afterward, leave Keterburg and then reenter. Speak to the man again to find that he's low on funds for the project and needs 200000 Gald to keep it going. Give him the money and then leave town again. Reenter town one last time and speak to the man again. A woman should be standing outside the mansion. Speak to her to enter a special labyrinth mini-game!

Labyrinth Game Rules





The labyrinth contains 5 floors with a different maze on each. Each maze is infested with traps and enemies. Clear the individual floors by finding the ladder to the next. There's a time limit on each floor. If the time limit or your life bar expires, the game is over. You'll need Mieu's fire, attack, and wing abilities to completely clear this game, so don't bother playing without them.

Things to Look Out For

Monsters: Running into them lowers your life bar and score slightly. Use Mieu's fire or a Mieu attack to dispose of them. Defeating a specific number of enemies regenerates your health.

Spikes: Squares with small holes on them are spike traps. Running over them triggers them and depletes your life bar slightly. Hold the ● button and walk over a trap to pass through it safely.

Box: Use the ⊗ button to push the boxes/crates you find in the maze. More often than not, you'll be pushing them into holes.

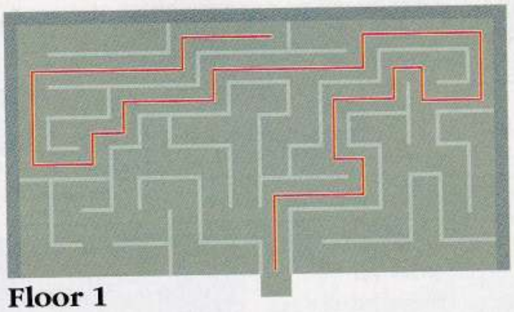
Award Chart

Award	Condition
Toast Recipe	Obtained after you clear all 5 floors for the 1st time.
10000 Gald	Obtained after you clear all 5 floors for the 2nd time.
Natalia's "Labyrinth Princess" Title	Obtained after you clear all 5 floors with Natalia.
Rebirth Doll	Obtained when game is completely cleared.

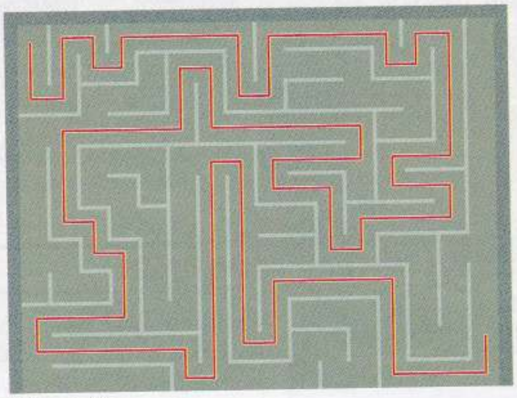
Dark Box: Darker-colored boxes cannot be pushed. Instead, use Mieu's attack to destroy them.

Colored Squares: These can be tricky. Some squares spring you upward over certain walls in the maze. Others are hidden pits, which automatically cause you to lose the game. Keep in mind that the spring-based squares aren't needed until floor 4, so avoid them altogether until then.

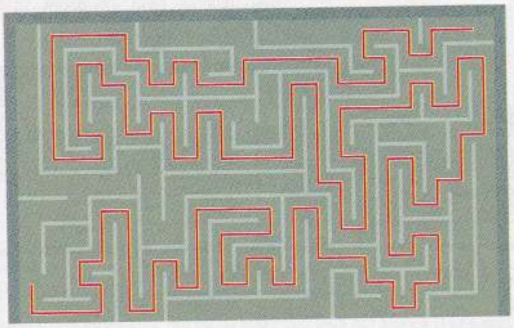
Circular Switch: These switches open nearby doors. Use Mieu's wing to fly into the air, and then release the ● button to quickly drop and press the switch.



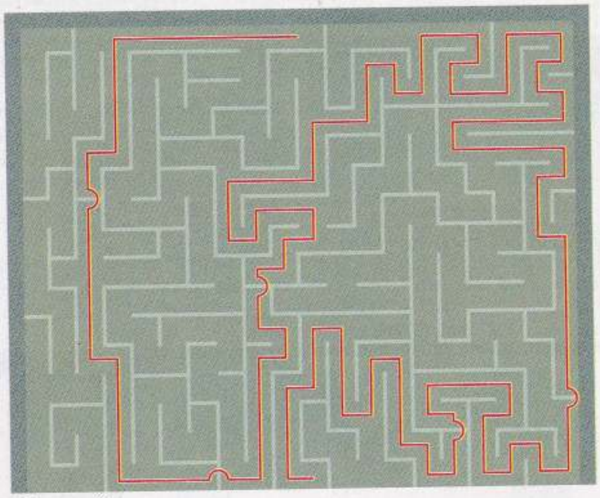
Floor 1



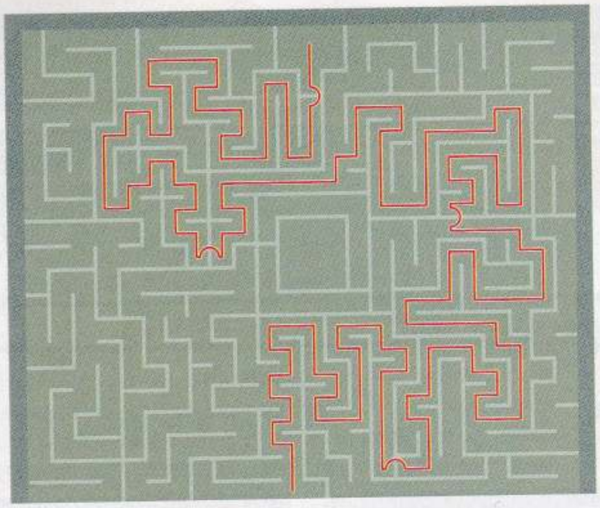
Floor 2



Floor 3



Floor 4



Floor 5

Sub Event 37: Easygoing Waitress

TLP	Keterburg/Keterburg: +200

Go to the second floor of the Keterburg Hotel. Move into the room to your right, which is a restaurant. Speak to the chef at the entrance to begin a mini-game featuring Tear!

Waiting Game Rules

Customers flood into the restaurant. Chat bubbles appear over their heads announcing the dishes they want to eat. Afterward, a menu appears listing the dishes available, with key inputs next to each label. Select the recipes the customers ordered using the keys listed. After the order is given, deliver the food to the customer by walking over to them and pressing the ⊗ button. A menu appears, asking you to select the dish the customer ordered. If you select the correct dish, you get a good answer. If not, the customer is angry, and you lose some of your overall pay. Get every order correct to receive the maximum amount of Gald at the end. If you manage to stick it out for the entire workday, you receive the Easygoing Waitress Title. Playing this game later, when you have Tear's maid costume, causes a co-worker to challenge her to a duel. If you manage to finish up, you receive the Fruit Cocktail recipe.

Sub Event 38: Chat Player

This Sub Event is only available after your second play through the game. Move into the northern section of Keterburg, where the children are having a snowball fight. Enter the northeast igloo to find the Ant Lion Man inside. He offers you the chance to view any and all of the conversation sequences in the game.

Mystic Artes

At this point in the game, the majority of your characters should be level 30 or higher. At level 30 the Special AD Skill is gained, which enables your characters to perform Mystic Artes. These attacks are damaging special moves that act as an extension of High Fonic Artes. To use them, enter Over Limit mode and initiate a High Fonic Arte. While the Arte finishes, hold the ⊗ button to unleash the Mystic Arte. Keep in mind that some Mystic Artes require TP, while others are only available during your second play through the game. Refer to the individual character sections for more information.

SUB EVENT MAYHEM

There are several Sub Events that you can tackle at the moment. They're completely optional, but they're worth doing to grab a few of the interesting items they offer. Although the two warehouse events require that you go off-course to do them, the battle with Sword Dancer is actually on the way to Theor Forest. If you aren't interested, or you're simply looking to fight Sword Dancer, head to Rotelro Bridge instead. You find it just to the east of Tataroo Valley, clinging to the edge of both the west and east continent.

Sub Event 39: Port Belkend Warehouse

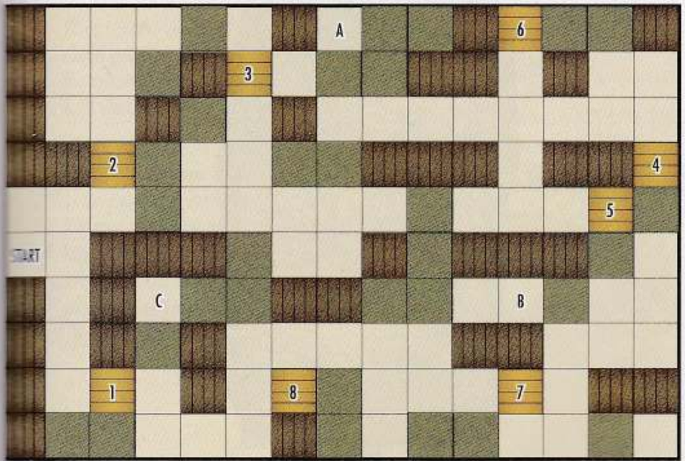
Travel to Belkend. Speak to the man in blue in front of the northwest warehouse. He's lazy, so he asks you to clean up the warehouse for him. Agree, which starts another box-pushing puzzle.

Puzzle Solution

Box 1:	Push it right 1 space.
Box 2:	Push it up 3 spaces. Push it right 2 spaces.
Box 3:	Push it down 3 spaces. Push it right 2 spaces. Push it up 1 space.
Box 4:	Push it down 1 space.
Box 5:	Push it left 4 spaces into gap.
Box 6:	Pull it down 2 spaces. Push it left 4 spaces. Push it up 1 space.

Puzzle Solution

Item A:	Grab the Great Pirate.
Box 7:	Push it left 4 spaces.
Box 8:	Push it right 6 spaces. Push it up 2 spaces.
Item B:	Grab the Dark Seal.
Box 1:	Push it up 1 space.
Item C:	Grab the Apple Gel.



Sub Event 40: Port Sheridan Warehouse

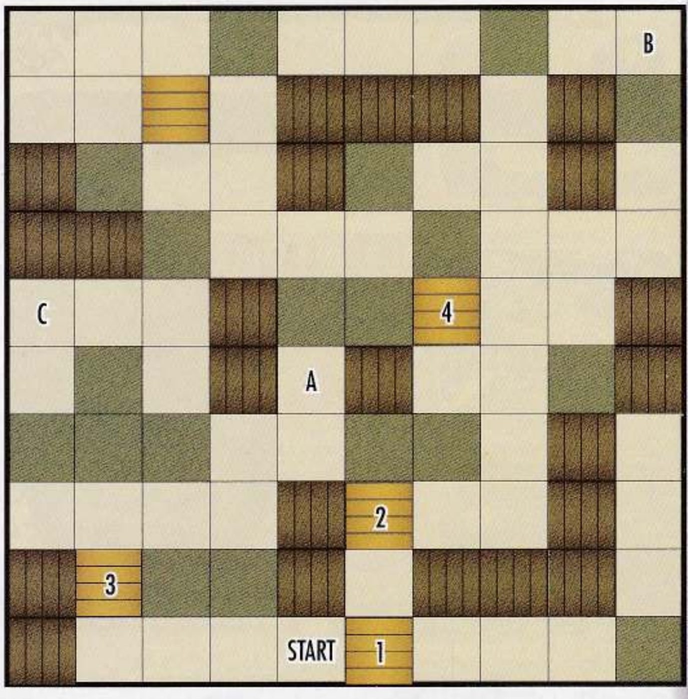
Just like before, speak to the lonely employee standing outside the warehouse in Port Sheridan. He's just as lazy as the last guy, so he wants you to organize the warehouse for him. Take him up on his offer.

Puzzle Solution

Box 1:	Push it right 1 space.
Box 2:	Push it up 1 space into gap.
Item A:	Grab the Apple Gel.
Box 3:	Push it down 1 space. Pull it right 3 spaces. Push it right 1 space. Pull it up 2 spaces. Push it up 1 space. Push it right one space into gap.

Puzzle Solution

Box 4:	Pull it right one space. Push it down 1 space. Push it up 5 spaces.
Item B:	Grab the Holy Ring.
Box 1:	Pull it left 1 space. Pull it up 2 spaces. Push it up 1 space. Push it left 3 spaces.
Item C:	Grab the All-Divide.



Sub Event 41: Obsession (2 of 3)

Sword Dancer is found at search point 19, which is actually on the way to Theor Forest. Travel north after leaving the ship at Rotelro Bridge. Keep an eye on your east flank until you see the blue rings from the search point, which is just off the road.

You can tackle this beast the same way you did before, but that plan is a little risky at this point in the game. A better idea is to use Luke or Guy to repeatedly run toward Sword Dancer, bait an attack, and then quickly run away to avoid it. While this is happening, casters such as Tear and Jade blast him with spells from afar. If any of the spells that connect manage to stun the monster (it generally takes several hits), run toward it with Luke and pummel him with a combo. Combinations ending with Mystic Artes, if you have them, inflict massive damage to the blade-wielding poltergeist.

Conversation List

Conversation Name	How to Start
...A Ghost?	Occurs shortly after you fight Sword Dancer.

THEOR FOREST

Conversation List

Conversation Name	How to Start
The Movements of the Oracle Knights	Occurs after you enter the second area of Theor Forest.
Rising Tensions	Occurs after spotting the Makkuth soldiers in Theor Forest.
Hide and Seek	Occurs after spotting the Makkuth soldiers in Theor Forest.

Item List

Name	
Silver Sword	Silver Bracelet
Magic Lens	Life Bottle
Battle Guard	4800 Gald
Pineapple Gel	Sage
5500 Gald	Grass Chamber
Lemon Gel	Panacea Bottle
Life Bottle	Cator's Bow (Mieu Wing is needed to obtain this item)
Half Guard	

OBJECTIVE CHECKLIST

1 The guards in this area are looking for intruders to capture. Walking within a guard's line of sight causes him to arrest you (essentially warping you back to the beginning of the area). However, after you're arrested enough times, a new selection emerges: the ability to simply combat any of the soldiers that try to arrest you. This makes the overall experience much easier to deal with if you're having trouble sneaking around.

2 You need a distraction to safely move past the guards in this area. Mieu happens to be very good at creating distractions; specifically, use Mieu's attack to hit a nearby tree and grab a guard's attention. The guard runs over to the source of the noise, but eventually turns around and returns to his post. With his back turned away from you, run past him to get where you need to go.

3 The east path at the beginning of this fiasco leads to a myriad of items, all of which are helpful. Unfortunately, many of them can be a pain to get to and require a lot of sneaking around. However, if you have a little patience, you don't need to get these items now. Complete the dungeon, go to Grand Chokmah, and then come back afterward. All of the guards stop being hostile, enabling you to search the forest without the worry of being attacked.

4 To leave the dungeon as soon as possible, distract the left guard and make your way up the west hill. Go west to the next screen over. Use Mieu's fire to scare the guard dog when its back is turned. Strangely, it should run into a nearby wall and disappear. Walk over to the wall the dog runs to and examine it to find a secret cave. After climbing to the top of the plateau, go right and grab the item box a screen over. Then use the cave to go to the bottom area again and head north. Hide behind the nearby rock, strike the tree with Mieu to distract the two guards near you, and then run past them to the far east. Start heading north, but keep an eye out for a nearby guard dog. When you see it, nail it with Mieu's fire to scare it away. Then continue north until you end up in Grand Chokmah.

5 There's a secluded area of the world map that can only be reached through Theor forest. When you first enter the forest, go as far to the east as possible, and then keep traveling north until you reach the world map. Go northeast around the edge of the map to find a search point. Examine it to receive the All-Purpose Knife.

GRAND CHOKMAH

Conversation List

Conversation Name	How to Start
Guy's True Feelings...?	Occurs automatically.
Anise in a Bad Mood	Occurs after Guy recovers in Grand Chokmah.
Guy's True Feelings	Sleep at the inn after Guy rejoins party.
Quit Blaming Yourself!	Occurs after you leave Grand Chokmah.
To St. Binah	Occurs after you leave Grand Chokmah.

Item List

Name
Purity (Cannot be obtained until Music Box 2 of 8 is completed)
Stre Maggiore (Cannot be obtained until later)
Orange Gel (Cannot be obtained until later)
Paralysis Ward

OBJECTIVE CHECKLIST

1 Go west and leave the area. When you reach the next screen, enter the first door you come to, the bar. Climb up the stairs to the second floor. Then talk to Jade at the end of the bar.

2 Move to the bottom floor of the bar and speak to the bartender to get the recipe for Curry. Then leave the bar and head south to the dock. Speak to Natalia to have her rejoin your group.

3 Continually move west until you find Frings. He brings you to the audience room to speak to Peony.

4 Leave the audience room and start heading east along the second floor until you find the resting room. Check the drawer in the middle of the room twice to receive the Paralysis Charm.

5 Leave the palace and move to the town inn. Speak to the guard outside. Guy rejoins your group and obtains a new Title. Afterward, the game asks you if you want to automatically travel to St. Binah. Selecting the first choice warps you directly to town, but this eliminates the possibility of doing many of the Sub Events in this area. Select the second choice to stay and deal with the mentioned Sub Events now.

Sub Event 42: Curry

TLP	Grand Chokmah/Engeve + 300, Grand Chokmah/St. Binah + 300, Grand Chokmah/Chesedonia + 300, Grand Chokmah/Keterburg + 300

After Jade rejoins your group, speak to the bartender on the first floor. The bartender is good friends with Jade and offers him the recipe for the bar's specialty dish, Curry.

Sub Event 43: Deciphering Ancient Texts (1 of 5)

Go to Malkuth's Military Headquarters, which is located at the far west end of Grand Chokmah. Find Sesemann in the Briefing Room. He gives you an Ancient Scroll, which may be the key to hidden abilities.

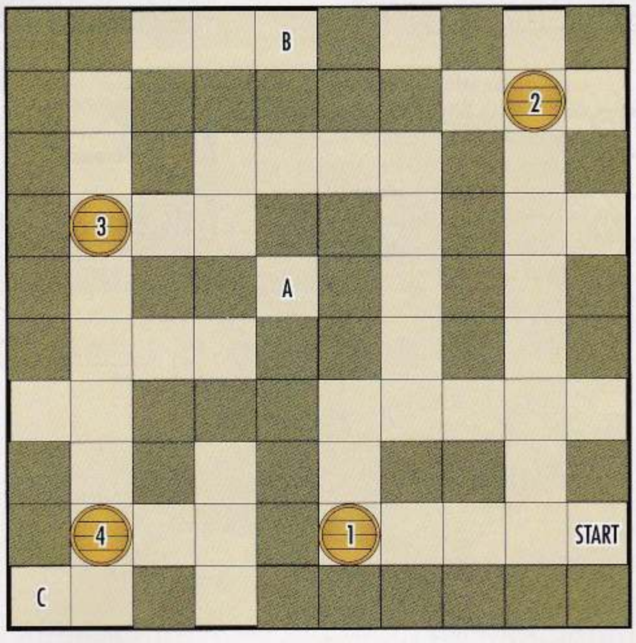
Sub Event 44: Grand Chokmah Warehouse

TLP	Grand Chokmah/Chesedonia + 400

Go back to the first floor of the Chokmah bar after Guy rejoins your group. Speak to the man standing in front of the door at the back of the bar to receive yet another warehouse-cleaning job.

Puzzle Solution	
Barrel 1:	Pull it up 1 space. Push it up 2 spaces into gap.
Barrel 2:	Pull it down 5 spaces. Pull it left 2 spaces. Push it left 1 space. Push it up 1 space to the top of Barrel 1, and then push it left 1 space into the gap.

Puzzle Solution	
Item A:	Grab the Lollipop.
Barrel 3:	Push it up 3 spaces into gap.
Item B:	Grab the Lemon Gel.
Barrel 4:	Pull it up 4 spaces.
Item C:	Grab the Strange Mark.



Sub Event 45: Warehouse Cleaning Wiz

TLP	Sheridan/Chesedonia + 200, Keterburg/Chesedonia + 200, Grand, Chokmah/Chesedonia + 200, Belkend/Chesedonia + 200, Chesedonia/Sheridan + 200, Chesedonia/Keterburg + 200

After you complete all of the warehouse-cleaning Sub Events, you gain a massive amount of TLP and a new Title for Anise!

Sub Event 46: Guy's New Technique (5 of 5)

Return to the Chokmah bar. Go upstairs and speak to the old man dressed in white. Then leave town and travel all the way to Belkend (refer to the following section about other things to do while you're there). Speak to the man just to the south of the machine that's powering the town to get another technique. Finally, travel to Keterburg. Head to the section of town that's furthest north. Enter the west igloo and speak to the man inside to finally learn the Soaring Light Spear!

AN EXCURSION TO BELKEND

Item List

Name
6000 Gald
Poison Ward

OBJECTIVE CHECKLIST

1. After leaving Grand Chokmah, take a trip to Belkend. From here you can take care of another segment of Guy's New Technique Sub Event, while also grabbing a few items you couldn't get with Asch before.

2. Move to the southeast section of town, just in front of the area where you pulled that man out of a hole. If you pay close attention to the area south of you, you see a train circling a small courtyard behind a gate. Just at the edge of the gate is a small brown switch. Hit the switch with Mieu's attack to change the direction the train is traveling, causing it to run into a nearby item box. Grab the item box afterward to receive 6000 Gald.

3. Now head over to the area just outside of the research lab. You should see an alleyway to the north that's full of boxes. Use Mieu's attack to destroy the boxes until you find an item box containing a Poison Ward.

Additional Skits

They don't need to be done in any real order, but there are several additional skits that may pop up as you continue your travels. Many of them happen inherently as you grow stronger, so you may not need to initiate them.

Conversation List

Conversation Name	How to Start
Jade, Back in Form	Occurs when Jade reaches level 30.
What Is a Fon Slot Seal Like?	Jade's level reaches 40 after returning to Baticul.
Jade, As Good As Ever	Jade's level reaches 50 after Natalia rejoins the party at the Abandoned Factory.
Excellent News	Level of the entire party is over 100 after Natalia rejoins the party at the Abandoned Factory.
How Was It?	After Luke cuts his hair, achieve a 50 hit combo in battle.

Conversation Name	How to Start
Cooking Like a Man!	Luke reaches level 3 with any of the recipes.
Tear's Domestic Training?!	Tear reaches level 3 with any of the recipes.
Good Cooking Takes Good Tools	Jade reaches level 3 with any of the recipes.
Petticoat Government	Anise reaches level 3 with any of the recipes.
Guy, the Chosen Man	Guy reaches level 3 with any of the recipes.
A Princess' Meal to Remember	Natalia reaches level 3 with any of the recipes.

ST. BINAH

Conversation List

Conversation Name	How to Start
Go, Luke!	Occurs after you speak with Glenn McGovern.
The Reborn Hot-Blooded Idiot	Occurs after you leave Glenn McGovern's office.
I Will Never Forgive Dist!	Enter a battle after defeating Kaiser Dist RX.

Conversation Name	How to Start
Ion, the Big Gun	Remain on the world map after defeating Kaiser Dist RX.
Guy's Little Hobby	Linger in any area that's not the world map after defeating Kaiser Dist RX.

OBJECTIVE CHECKLIST

1 Enter town and head north to the mansion to speak to Glenn McGovern. After you leave, a short cutscene is followed by a boss fight.

KAISER DIST RX

Enemy Statistics

Boss	Kaiser Dist RX
Level	29
HP	40000
TP	100
EXP	7500
Gold	8000
ATK	492
DEF	512
Fonic ATK	222
Fonic DEF	390
Elemental Weakness	Water 1.3
Elemental Resistance	None
Item	Magic Mist (100%)

Kaiser Dist tends to focus on the leader of your group almost inherently, so use Free Run to lure his attention away from the remainder of your party. If he takes a swing at you and misses, run in and land a combo on him. He's weak against water-based attacks, so Jade's Splash technique and FOF Artes that revolve around Tear's Invoke Aqua are especially damaging here. Specifically, Luke's Guardian Frost attack (a water-based extension of his Guardian Field technique) deals massive damage to the robotic monster.

Where to Go

Once Kaiser Dist RX is defeated, travel to Rotelro Bridge and board the Tartarus. Go to Port Sheridan, leaving town just as you get there to head east. Eventually you come to Sheridan, which is on a cliff pointing out to sea.

SHERIDAN

Conversation List

Conversation Name	How to Start
Guy's Paradise	Occurs after you speak with the three craftsmen.
Save Ginji!	Occurs after you leave town when the Launcher is obtained.

Item List

Name
Savory
3000 Gald
Demon's Seal

OBJECTIVE CHECKLIST

1. Go north until you see a golden switch on the right side of the path. Hit the switch with Mieu's attack to lower the top half of the staircase. Walk up the stairs and take a nap at the inn to see another Hyper Resonance Training sequence.

2. After resting, enter the right hotel room and check the cage at the foot of the bed for an item. Then enter the left hotel room and check the cabinet in the northwest corner of the room for another item.

3. Leave the inn and head down the left staircase again. Immediately travel north to head to the next screen up. There's a seesaw to the right of the entrance. Hit it 5 times with Mieu's attack to cause the nearby item box to fly offscreen. When you're ready to get the item, loop around to the northeast side of the town and check the west side of the screen just as you enter.

4. While you're on the northwest side of town, speak to the three old scientists at the top of the area. Then go south and enter the Meeting Hall. You receive an item called the Launcher and permission to find a crashed aircraft. Leave town and go west until you reach the Meggiora Highlands.

Sub Event 47: Blacksmith (1 of 3)

TLP	Sheridan/Sheridan + 100

Go northwest just as you move into town, and enter the shop to your left. Enter the west room to find a blacksmith working away at some heated steel. Speak to him and he offers to make you an item. He wants Iron Sand (found at search points 6 and 16), Gold Dust (rare drop from Pans in Zao Ruins), and Stone (rare drop from Earth Spirits in Zao Ruins) to make the item. Once the process has been started, he offers you a choice between three items. Select one to begin the process. You have to help him keep the furnace going, so press the ⊗ and ◉ buttons at a specific rhythm to gain the item you want. Pay close attention to Luke's reaction as you're pressing the buttons to see if you're doing it correctly.

Item List

Name	
Menu Choice	Item Made
1st Choice	Battle Suit
2nd Choice	Cross Helmet
3rd Choice	Gold Bracelet

Sub Event 48: Hyper Resonance Training (2 of 4)

Stay at the town inn. A new training sequence occurs between Luke and Tear. More information is revealed about Tear's past relationship with Legretta.

Sub Event 49: Udon Noodles

Enter the bar in the northeast corner of town. Examine the notebook on the table to receive the recipe for Udon.

Sub Event 50: Music Box (2 of 7)

TLP	Sheridan/Sheridan + 100, Sheridan/Chesedonia + 100

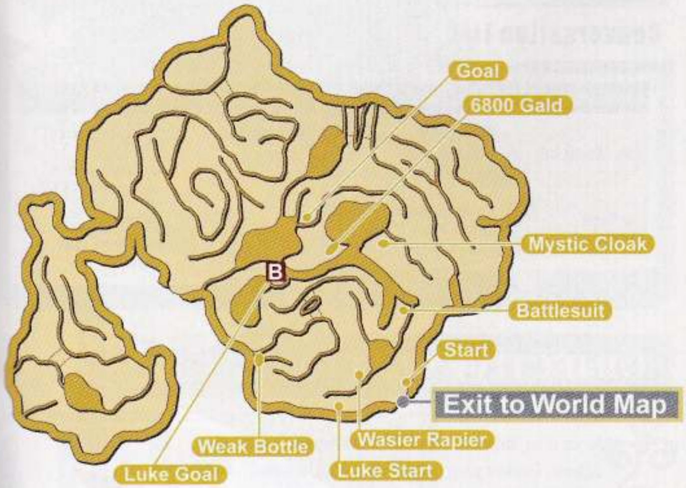
Enter the Music Box House, which is located in the northeast section of Sheridan. Speak to the woman named Ishtar inside. She expresses her love for her father's giant music box and the need to hear it play music once again. You can play some of the discs you've obtained on the music box, like Prelude. Select the song you want to hear, and then select whether you want it to play automatically. If you select manual operation, rotate the left analog stick in a circle to play the song at whatever speed you wish.

Sub Event 51: Music Box (3 of 7)

TLP	Grand Chokmah/Engeve + 300, Grand Chokmah/St. Binah + 300, Grand Chokmah/Chesedonia + 300, Grand Chokmah/Keterburg + 300

It's a long trip, but return to Grand Chokmah. Go to the Shopping Center, but don't take the front entrance. There's a hidden door on the east side of the building. Enter it and grab the item box inside to gain the Purity disc.

MEGGIORA HIGHLANDS



Conversation List

Conversation Name	How to Start
Hurry to Ginji!	A while after the party splits up.
Meggiora Highlands/ Blade Rex	Entire party is KO'ed in battle with Blade Rex.
Worried About Luke...	A while after defeating Blade Rex with Tear in a different party.
Worried About Luke	A while after defeating Blade Rex with Guy in a different party.
Worried About Luke?	A while after defeating Blade Rex with Jade in a different party.

Item List

Name
Wasier Rapier
Weak Bottle
Mystic Cloak
Battle Suit
6800 Gald

OBJECTIVE CHECKLIST

1 As you enter the highlands, your group decides to split into two. Take two characters with strong fire-based abilities, like Jade and Tear. The other group should be as well-rounded as possible, including a character who's strong at melee-style combat and a healer. After you've selected your group, Luke's team starts moving first. A timer appears. If time runs out, Ginji dies and three later events end up being different due to his death. It's highly recommended that you make the effort to save Ginji.

2 Although it's seemingly maze-like, the path to the falling aircraft is simple. Keep moving northwest with either party to reach your goal. Don't waste time trying to get every item in the area; you can always come back here later after you've saved Ginji. Once you reach your goal with Luke's party, a boss fight begins. Defeat the boss to move along with the second party.

BLADE REX

Enemy Statistics

Level	31
HP	40000
TP	100
EXP	5350
Gald	9000
ATK	368
DEF	573
Fonic ATK	225
Fonic DEF	511
Elemental Weakness	Fire *1.2
Elemental Resistance	Earth *0.8
Items	Nebilim(100%), Laurel(100%)

As with most enemies, use Free Run to avoid the Blade Rex's attacks. When you see an opening, use fire-based Artes to take advantage of his spell weakness, like Jade's Flame Burst or FOF changed special attacks using Tear's Invoke Flame. He's a big one, so landing massive combos against him isn't very difficult. Keep in mind that the timer for this dungeon continues to drop while you're fighting this beast, so don't play it safe. Rush in and take down the monster as soon as possible.

SHERIDAN

Conversation List

Conversation Name	How to Start
Saving Lives	After you start at the Qliphoth once Saint Binah has collapsed.
A World of Death	A while after you start at the Qliphoth once Saint Binah has collapsed.

OBJECTIVE CHECKLIST

1 Immediately make your way north, entering the aircraft bay in the north screen when you get there. A cutscene shows your escape from Kimlascan soldiers. After you end up in St. Binah, the cutscene shows the town collapsing into the abyss below. Travel directly to Yulia City to keep the story rolling.

YULIA CITY

Conversation List

Conversation Name	How to Start
A Man Named Asch	Enter the map in front of the main hall of Yulia City.
Can People Change…?	A while after you enter the map in front of the main hall of Yulia City.

Conversation Name	How to Start
Old Friends?	Rest in Tear's room.
To Shurrey Hill	After you hear about Shurrey Hill at Yulia City.
Practice Makes…	Rest in Tear's room after hearing about Shurrey Hill.

OBJECTIVE CHECKLIST

1 As you enter, immediately walk north to initiate a cutscene. Continue going north after it finishes, and head to Teodoro's office again. When that cutscene finishes, go south to the Tartarus to ship out again. Be sure to handle the following two Sub Events before you leave, if you're interested.

Sub Event 52: Yulia City Allocation (3 of 3)

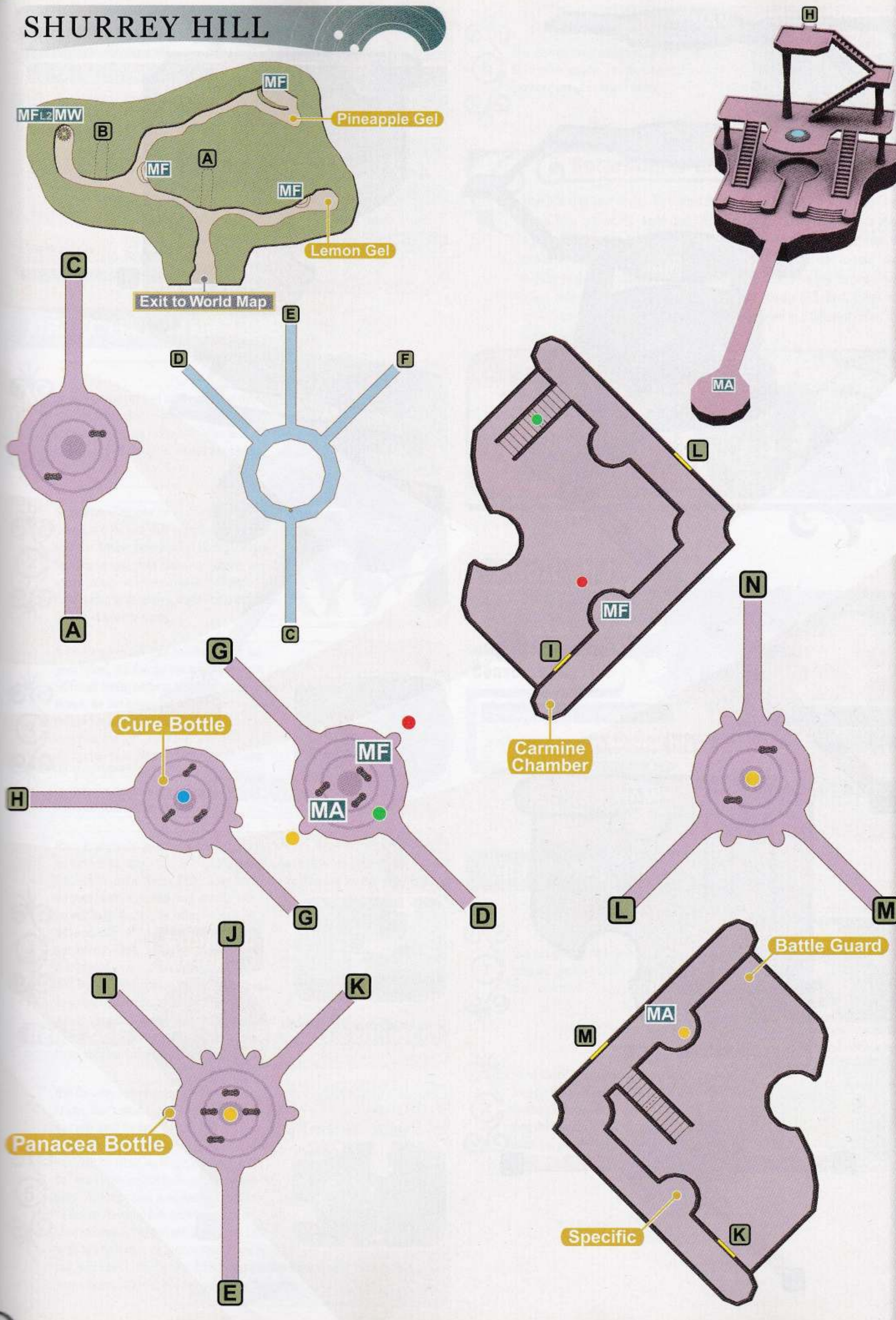
TLP	Yulia City/Daath + 400, Yulia City/Sheridan + 500

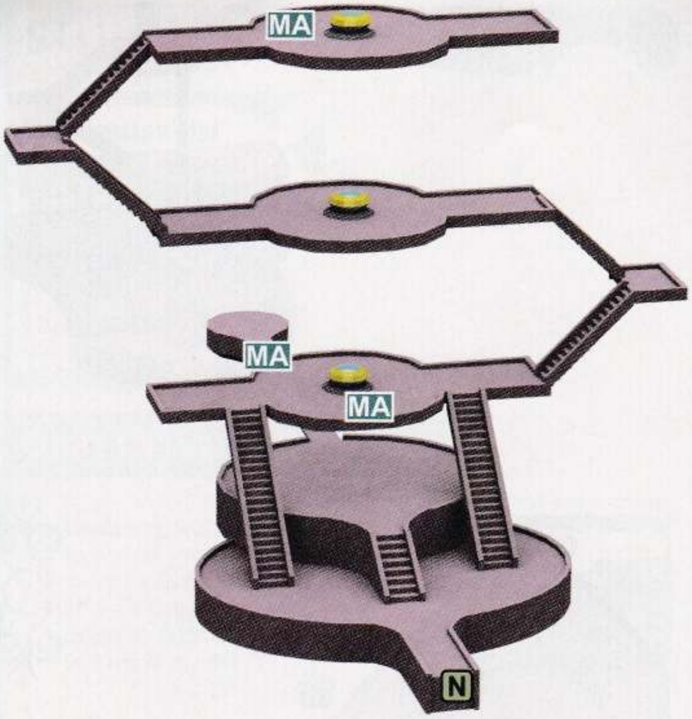
Remember the guy who asked for donations of items and food? Well, he needs help again, this time in the form of weapons. Give him 5 Maces to help him continue his line of work. You wouldn't want the poor guy to get fired… would you?

Sub Event 53: Luke's New Technique (2 of 4)

A blond-haired man is standing outside Tear's room. Speak to him, and he reveals that he owns one of the ancient Arte texts Luke's family lost earlier in the game. When it's possible to return to Baticul later, speak to Luke's mother to gain 40,000 Gald. When you're able to go back into Yulia city, speak to the blond-haired man again to gain a new sword technique!

SHURREY HILL





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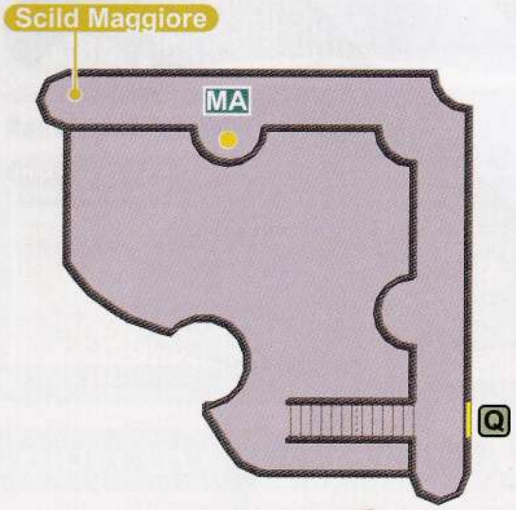
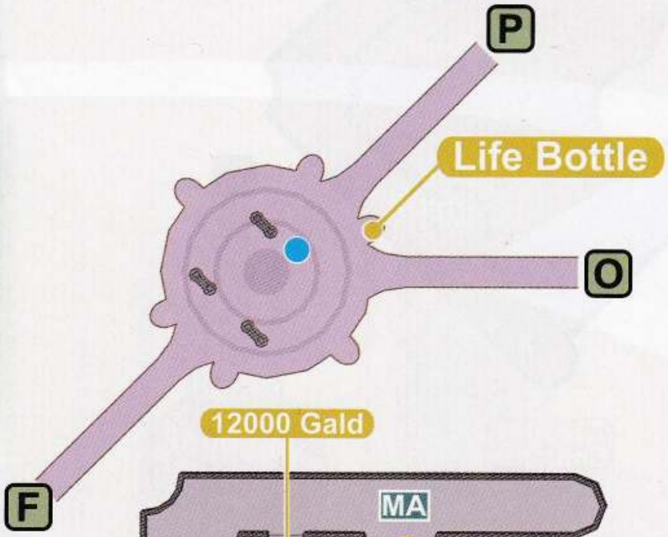
MA
MA
N

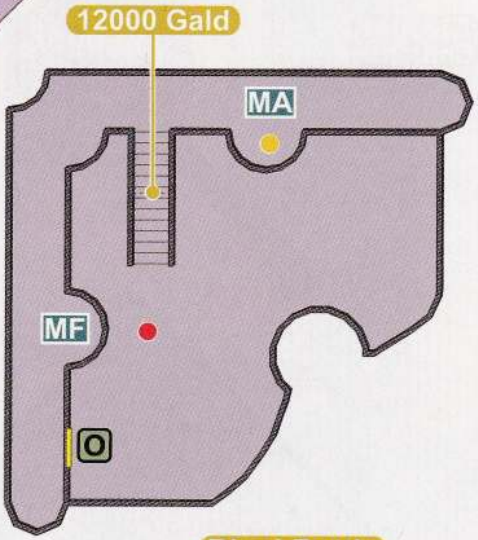


Scild Maggiore
MA
Q

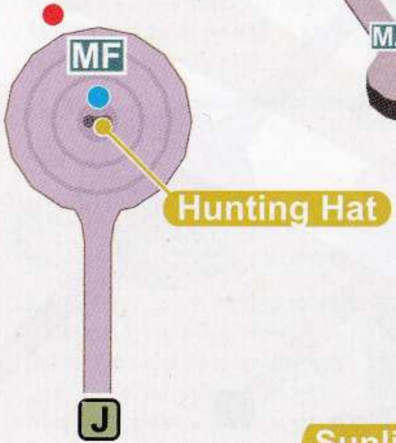
R
MA



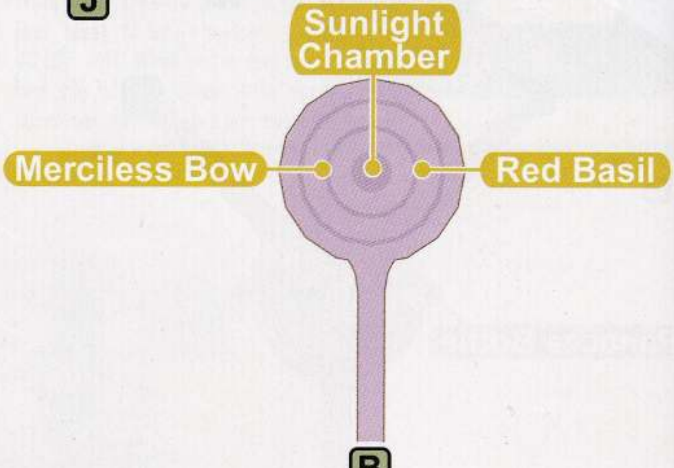
P
Life Bottle
O
F



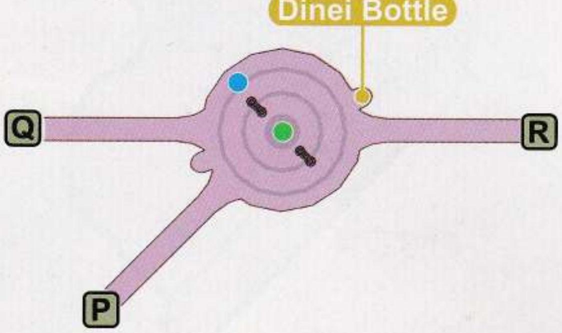
12000 Gald
MA
MF
O



MF
Hunting Hat
J



Sunlight Chamber
Merciless Bow
Red Basil
B



Dinei Bottle
Q
R
P

Conversation List

Conversation Name	How to Start
Relics of the Dawn Age	From the starting point, enter the hidden passageway that is straight ahead.
A History Lesson	After entering the hidden passageway, go back to the starting point map.
Van the Terrible!	After you investigate the Fonic Circle.
Worried about Tear	After you operate the Passage Ring.

Item List

Name	
Pineapple Gel	12000 Gald
Lemon Gel	Scild Maggiore
Cure Bottle	Hunting Cap
Merciless Bow	Carmine Chamber
Sunlight Chamber	Panacea Bottle
Red Basil	Specific
Dinei Bottle	Battle Guard
Light Plate	

OBJECTIVE CHECKLIST

1 On both the east and west paths you find red crystals. Stand on nearby elevated ground and shoot Mieu's fire at them to cause them to disappear. When all of the crystals are eliminated, go to the door that appears.

2 Go north when you enter the ruins until you come to a 3-way fork in the road, each tine with a purple seal in front of it. Remove these seals by collecting Fonons in the following areas of the dungeon and placing them in specific patterns on light-based locks. The Fonons can be found floating by themselves, trapped in a crystal, or on the body of a nearby enemy.

3 At the 3-way road split, take the left path. Grab the green Fonons, and then use Mieu's fire to obtain the red Fonons floating northeast of the platform you're on. Move to the next area up and defeat the enemy carrying the blue Fonons. Proceed forward until you come to a vertical beam of light. Examine the base of the beam and input the three colors you obtained in this order: red, green, and then blue. When the new path opens up, proceed across the bridge and use Mieu's attack to smash the diamond-shaped stone.

4 After returning to the 3-way fork in the road, take the right path. Defeat the enemy carrying the blue Fonons. When you come to another fork, take the east path and obtain the red Fonons in the next room over. Return to the previous room and head up the north path. Obtain the green Fonons in the next room, and then take the west bridge to obtain the yellow Fonons in the next area. Return to the previous room and take the east path now. Climb the rightmost stairs to find two pedestals and a beam of light shining through the floor. Move the east pillar into the beam of light, and then place the west pillar within the reflecting light and just above the blue circle several floors down. When the new light pattern appears, go downstairs and input these colors: red, yellow, blue, and then green. Follow the new path like before, and then destroy the diamond-shaped stone.

5 With the center path now open, proceed inside. Grab the yellow Fonon that's encased in stone by using Mieu's attack against it. Obtain the blue Fonons that's in the room as well. Take the west path out of the three that lie before you. Obtain the green and red Fonons in the area. Backtrack to the previous room and take the middle path. Grab the second red Fonons in the area, and then return to the previous room and take the east bridge. Procure the items in the area, and then enter the door on the second floor and follow the road. When you come to the room with the extended light beam, turn the bottom ring once counterclockwise by using Mieu's attack, and then turn the highest ring counterclockwise twice. When the light pattern appears, input red, blue, red, yellow, and then green.

6 After returning to the center area, go south until you find a yellow pedestal. After the cutscene, leave the compound and return to your airship.

Returning to the Surface

After boarding your airship, fly toward the barely noticeable black spot that's just above Yulia City on the world map. When you get close enough, you're asked if you want to return to the outer crust. Do so to witness a battle between the armies of Kimlasca and Malkuth. Afterward, your party decides to split forces in order to deal the current war more effectively. From here you have a choice: follow Jade & Anise to Engeve, or go with Guy & Natalia to Kaitzur. Either way, both of the following events happen. They just happen in a different order, with minor event changes.

WAR (JADE ROUTE)

Conversation List

Conversation Name	How to Start
At War! (Jade Route)	Team up with Jade and talk to Rose in Engeve.

Item List

Name
Hourglass
Magical Pouch
Ether Slash
Life Bottle

OBJECTIVE CHECKLIST

1 Save your game at the local inn. Then go to Rose's home and speak to her. When things are set and ready to go, leave town.

2 Follow the road to Chesedonia. Many soldiers spawn along the road, and you need to avoid them to obtain the aforementioned items. If you run into any of them along the way, one of the civilians in your group will perish, and you won't receive one of the items.

1 Intro
2 Training
3 Characters
4 Walk-through
5 Side Quests
6 Armory
7 Cooking & Food
8 Enemies
9 Extras

WAR (NATALIA ROUTE)

Conversation List

Conversation Name	How to Start
At War! (Natalia Route)	Team up with Natalia

Item List

Name
Rebirth Doll
Efreet
Specific
Apple Gel

OBJECTIVE CHECKLIST

1 Similar to before, exit through the north end of town and follow the road to Chesedonia. Avoid the soldiers along the way. Keep making left turns to safely make your way there.

CHESEDONIA

Conversation List

Conversation Name	How to Start
Safe Reunion	The party reunites in Chesedonia after the War Event.
Natalia's Secret	Meet with Almandine and Mohs in Chesedonia.
The Dark Wings	Exit the bar after running into the Dark Wings inside.

Conversation Name	How to Start
To the Zao Ruins	Leave Astor's office after deciding to head to the Zao Ruins.
A Troubled Night	Stay at the inn after deciding to head to the Zao Ruins.
Asch's Message	When heading to the Zao Ruins, exit to the Field from the south of Chesedonia.

OBJECTIVE CHECKLIST

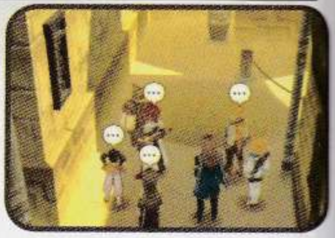
1 Travel south while in town to initiate a few scenes. Afterward, go into the Chesedonia bar and speak to the man guarding the nearby door. After another scene with the ridiculous Dark Wing Gang, you're asked to pay for your entrance to the other side of Chesedonia. Refuse the offer to bypass the blockade anyway.

2 Make a quick stop at Astor's mansion. Then attempt to leave town through the southern exit of Chesedonia. After being stopped, return to Astor to receive permission to leave town again. Exit Chesedonia and make your way to the Desert Oasis.

Sub Event 54: Ant Lion Man...? (3 of 5)

TLP	Chesedonia/Chesedonia + 100, Chesedonia/Engeve + 200, Chesedonia/St. Binah + 200

The Ant Lion Man makes another appearance in the first area where you met him. Return to the alleyway once again to find him wiggling around strangely as always. Give him a Miracle Gel, a Panacea Bottle, and an Apple to receive a Thief's Cape.



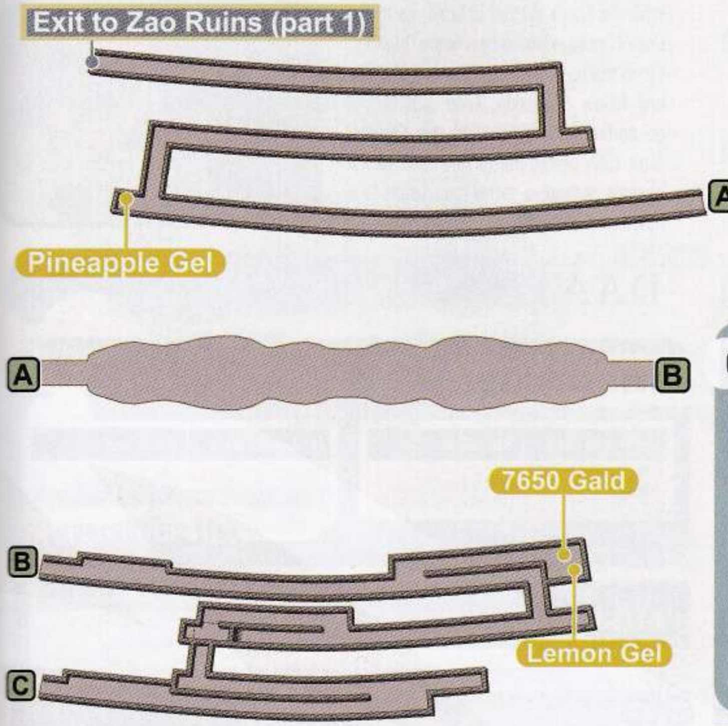
DESERT OASIS

Conversation List

Conversation Name	How to Start
What Was That All About?	Reunite with Asch at the Desert Oasis and enter a different map.
Zao Ruins, Again	After reuniting with Asch, enter the Zao Ruins.

OBJECTIVE CHECKLIST

1 Walk over to the small pond at the east end of town. Asch is waiting there. Speak to him to reveal vital information on the nature of the Sephiroth Trees.



Conversation List

Conversation Name	How to Start
Zao Ruins/ Tyrannopion	Entire party is KO'ed in battle with Tyrannopion.
Mommy, Are We There Yet?	Over 2 minutes have gone by after you enter the depths of the Zao Ruins.
It Worked!	After successfully landing Chesedonia, enter a different map without using Wing Bottle.

Item List

Name
Pineapple Gel
7650 Gald
Lemon Gel
Wing Bottle

OBJECTIVE CHECKLIST

1 Travel all the way back to the area where you originally fought Sync and Largo. Enter the newly opened doorway and follow the long path. As you come to another control center, watch the cutscene, and then go back to the green save point just before the entrance to the ruins. Use the Wing Bottle you obtained to leave the dungeon.

TYRANNOPION

Enemy Statistics

Level	34
HP	48000
TP	500
EXP	6750
Gald	10000
ATK	381
DEF	682
Fonic ATK	304
Fonic DEF	523
Elemental Weakness	None
Elemental Resistance	None
Item	Resist Ring (100%)

For once, Free Run is practically useless. Not only do the majority of this beast's attacks cover the area around it, but its turning speed makes it easy for him to track your position. Instead, rely on the guard button to deal with his attacks, and then counterattack with a combo when he's open. Continue the combo for as long as possible by using your party's Artes between Luke's attack strings. Spells in general are helpful against Tyrannopion because of his massive defense against physical attacks, but overall, it's not necessary to take a defensive stance. Attack the beast head-on.

CHESEDONIA

Conversation List

Conversation Name	How to Start
Thinking About Asch	Reunite with Noelle at Chesedonia.

OBJECTIVE CHECKLIST

1 If you're looking for Chesedonia's shop keepers, they've all relocated to the southern inn. Go out of the north exit to find the Albiore waiting for you.

Sub Event 55: Tear's Pendant (2 of 2)

Speak to the merchant standing near the northern inn. He mentions a man in Grand Chokmah taking possession of Tear's gemmed pendant. Go there and enter the Shopping Center. Speak to the man on the right. Pay him 100,000 Gald to get the pendant back.

Sub Event 56: Jozette & Aslan (1 of 5)

The following Sub Event is a fetch quest. The payout is a love story between General Cecille and General Frings. To start it, enter Engeve for a short cutscene. Immediately go to the inn. When you're finished, fly to Kaitzur, entering the town from the south entrance. Enter the building to your immediate left for another scene.

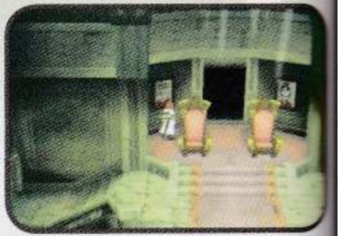
Return to Engeve and enter Rose's home. Go back to Kaitzur, this time entering the north entrance. Speak to Frings, and then head to Kaitzur Port. Cecille is waiting in the Kimlasca Base. Speak to her to receive her sword. Now return to Engeve once again and give Frings the weapon. When he asks you to deliver a return letter, return to the Kimlasca Base in Kaitzur Port to pick up Cecille. When you're ready to fly, go to Chesedonia and enter Astor's mansion. After yet another cutscene, you receive the Memento Ring. Make a run back to Kaitzur yet again, going through the north entrance to speak to Frings nearby. Finally, travel to the Kimlasca Base in Kaitzur Port to speak to Cecille one last time.

Sub Event 57: Choral Castle Portrait

Travel to Aramis Springs. A dog should be prancing around outside of the entrance. The owner of the mutt is trapped in vines just above the cave's entrance. Head inside and immediately take the left path to get to him. Use Mieu's fire to free him from his captivity and receive the King's Portrait.

Sub Event 58: Music Box (4 of 7)

With the King's Portrait in hand, go to the Choral Castle, which is now in the Qliphoth. Climb the east staircase just as you enter and follow it outside. Loop around and go northeast until you find two thrones. After Luke places the picture next to the queen's portrait, a secret door opens to a new music disc labeled Requiem.



DAATH

Conversation List

Conversation Name	How to Start
Sweaty?	Enter Daath after Chesedonia collapses.

Conversation Name	How to Start
A Ruler's Duties	Enter the Church at Daath after Chesedonia collapses.

OBJECTIVE CHECKLIST

1 Handle Sub Event 60, and then go north to the cathedral. After watching the cutscene, enter the cathedral and go into the first door on your right. Step over the seal in the middle of the room. Immediately make another right to enter Ion's room. Exit the city to find your attempts at escape thwarted by Dist and Mohs.

Sub Event 60: Hyperresonance Training (3 of 4)

As always, sleep at the inn in Daath. Another training sequence between Tear and Luke begins.

BATICUL

Conversation List

Conversation Name	How to Start
We Can't Stay Here	Go to the Baticul Entrance after escaping.

OBJECTIVE CHECKLIST

1 Speak to Natalia while you're on the boat. After your escape from the holding room, walk down the nearby stairs and make a left. Enter the audience room to the north. Go south and follow the elevators downward to exit the city.

2 After leaving the city, travel southwest. Eventually, you come to a brown bridge slanted upward.

INISTA MARSH

OBJECTIVE CHECKLIST

1 A giant monster called the Behemoth spawns at specific points in this dungeon. In your current state, it's completely possible to defeat this monster, although the battle is difficult. However, nothing is gained by defeating it at this point. Instead, run away from the beast whenever it catches up to you. Use Holy Bottles if you need a better away to avoid him on the overhead map.

2 The Behemoth starts to drop a rare item called the Golden Helm if you defeat him after initially leaving the Inista Marsh. The Golden Helm is not only a decent item, but it's also necessary for a Sub Event later in the game. It's worth the effort to beat him now, although you may opt to do so later if the fight is too tough for you. Again, the item is only dropped if you complete the Inista Marsh and return to fight the Behemoth later.

3 Once you've cleared the marsh, go northwest and then west until you find Belkend.

Conversation List

Conversation Name	How to Start
Natalia's Future	After entering Inista Marsh, participate in battle or enter a different map.
Inista Marsh/ Behemoth	Entire party is KO'ed in the forced battle with Behemoth.
Run Away!	After encountering Behemoth, participate in a regular battle.
The Monster's Weakness?!	Encounter Behemoth near the first save point.
What We Can Do for Natalia	A while after encountering Behemoth near the first save point.
What Are Nobles?	A while after leaving Inista Marsh (other than the Field).

Item List

Name
Knight Guard
Drain Ward
Mirage Robe
3200 Gald
5600 Gald
Mystic Rod
Knight Helm
Talwar

BEHEMOTH

Enemy Statistics	
Level	50
HP	90000
TP	380
EXP	19800
Gald	22000
ATK	822
DEF	419
Fonic ATK	560
Fonic DEF	475
Elemental Weakness	None
Elemental Resistance	None
Items	Golden Helm(100%), Red Basil(100%, Steal 10%)

Fighting the Behemoth is similar to battling Sword Dancer. Your best bet is to keep your distance and use Free Run to evade the majority of his attacks. Use Luke or Guy to keep him distracted from the spell casters such as Jade or Tear. After one of their spells hits, watch carefully to see if he's been stunned. If he is, run in and launch a combination attack with Luke to score a little extra damage. If you ever have a full Over Limit bar, expel it immediately and look for the opportunity to land a combination linking directly into a Mystic Arte.

PART 4

BELKEND

Conversation List

Conversation Name	How to Start
Van's Plan	Exit the Fonic Device Laboratory after seeing Van.
Friends...?!	After seeing Van, go to the map that was the starting point (it has the Governor's mansion on it).
Tear's Secret	A while after analyzing the banned book.

Conversation Name	How to Start
The First Step to a Solution	Leave the inn after analyzing the banned book.
Research Funding	After you ask Henken for help, exit the Fonic Device Laboratory and wander around the same map for a while.
I Won't Lose to Asch!	After the decision to find Spinoza is made.

OBJECTIVE CHECKLIST

1 Go to the Fon Machine Laboratory. Humorously, a few soldiers drag you into Van's office, thinking Luke is Asch. After a grueling conversation with the Commandant, go to the town inn and speak with Asch. The Albiore is back with its pilot, although its flight capabilities have been sealed. He gives you the Genesis of the World book, which Jade opts to read overnight. When you awake in the morning, walk into the next room and speak to Jade. When you have a moment, stay at the inn again to initiate Sub Event 60 (Guy and Van).

2 Return to the Fon Machine Laboratory, going through two northern hallways, east once, and then north again. After speaking with Henken and Cathy, go to the Governor's mansion (south of the inn). After speaking with Viridian, you can be sent to Daath immediately or go there on foot. Select the second choice to go on foot.

Sub Event 60: Guy and Van

After speaking to Jade about the Genesis of the World book, sleep at the inn. Guy leaves your hotel room, asking you to stay behind. When you're asked if you want to follow him, do so.

Sub Event 61: Egg Bowl

Enter the room that's north of the location where you spoke to Cathy and Henken. There's a green book at the left end of the shelf. Examine it to obtain the Egg Bowl recipe.

The Search for Spinoza

If you're feeling like another side quest, ignore Daath for now and head out to Keterburg. After watching the scene with Urushi, go to Peony's mansion in the northwest corner of town. It's open now, so head inside and check the drawer to the right to get the Empty Girl doll. When finished, leave Keterburg and go to Grand Chokmah. Be sure to dock at the port. Once you receive the Dark Wings Badge, enter the Chokmah palace and proceed inside Peony's chamber. Check the drawer to your left to get a Stre Maggiore. Keep checking the same drawer to receive an Orange Gel. When you're finished, make your way out to Daath.

DAATH

Conversation List

Conversation Name	How to Start
Arietta Attacks	When attacked by Arietta.
Guy's Past	When hearing about Guy's past.

OBJECTIVE CHECKLIST

1 Walk north to the cathedral. After you retrieve Ion, attempt to exit town. After Arietta's attack, you end up in Anise's room. Go downstairs to the first floor, and then head north into the chapel. Speak to Guy when you enter. When you're asked if you want to go straight to Sheridan, select the top option to warp there.

SHERIDAN

Conversation List

Conversation Name	How to Start
The Dark Wings	After Dark Wing event when entering Sheridan
Class M and Class I	After talking to Class M and Class I

OBJECTIVE CHECKLIST

1 Speak to Cathy and Tamara standing outside of the Meeting Hall. When they move to the side, enter the room. After a lot of bantering between class I and class M, proceed out of town.

Sub Event 62: Blacksmith (2 of 3)

TLP	Sheridan/Sheridan +200

Say hello to the Sheridan blacksmith again before leaving Sheridan. He's offering to make another item again, but he needs Copper Ore (search point #6), Silver Ore (search point #16), and Gold Ore (search point #14). Unfortunately, you can't really get to search point #14 at the moment, so it may be hard to obtain Gold Ore at this stage in the game.

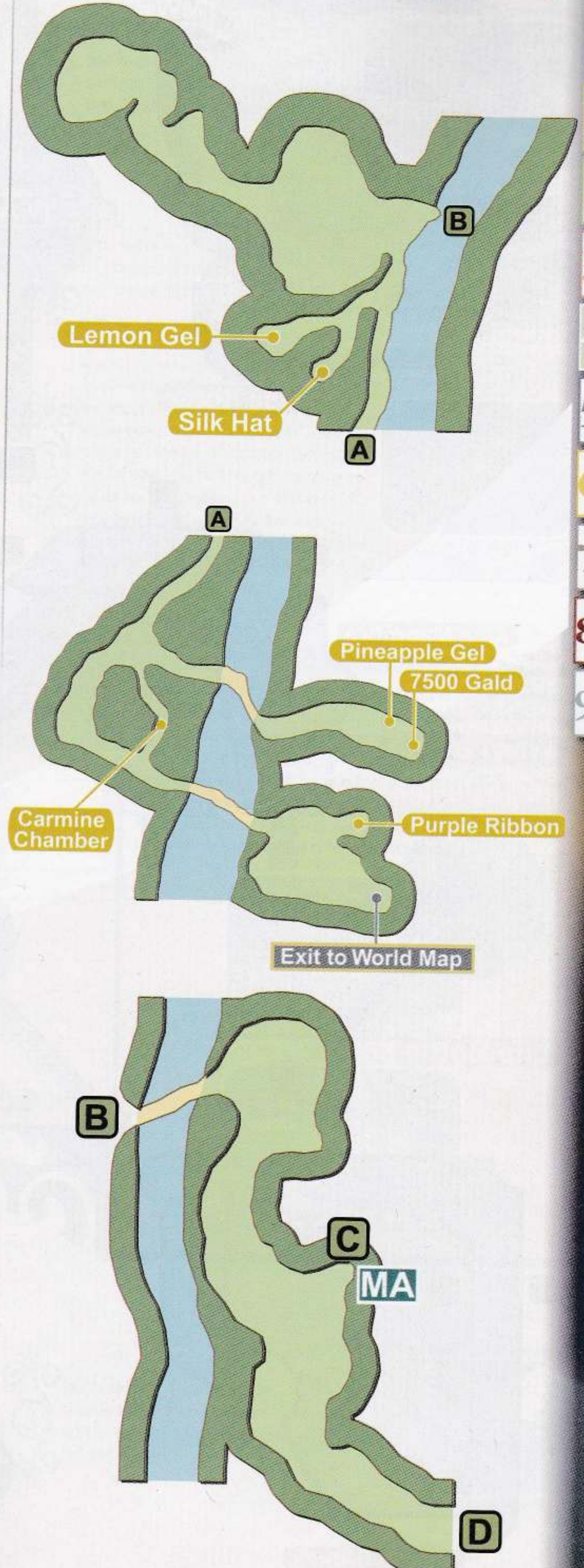
Item List

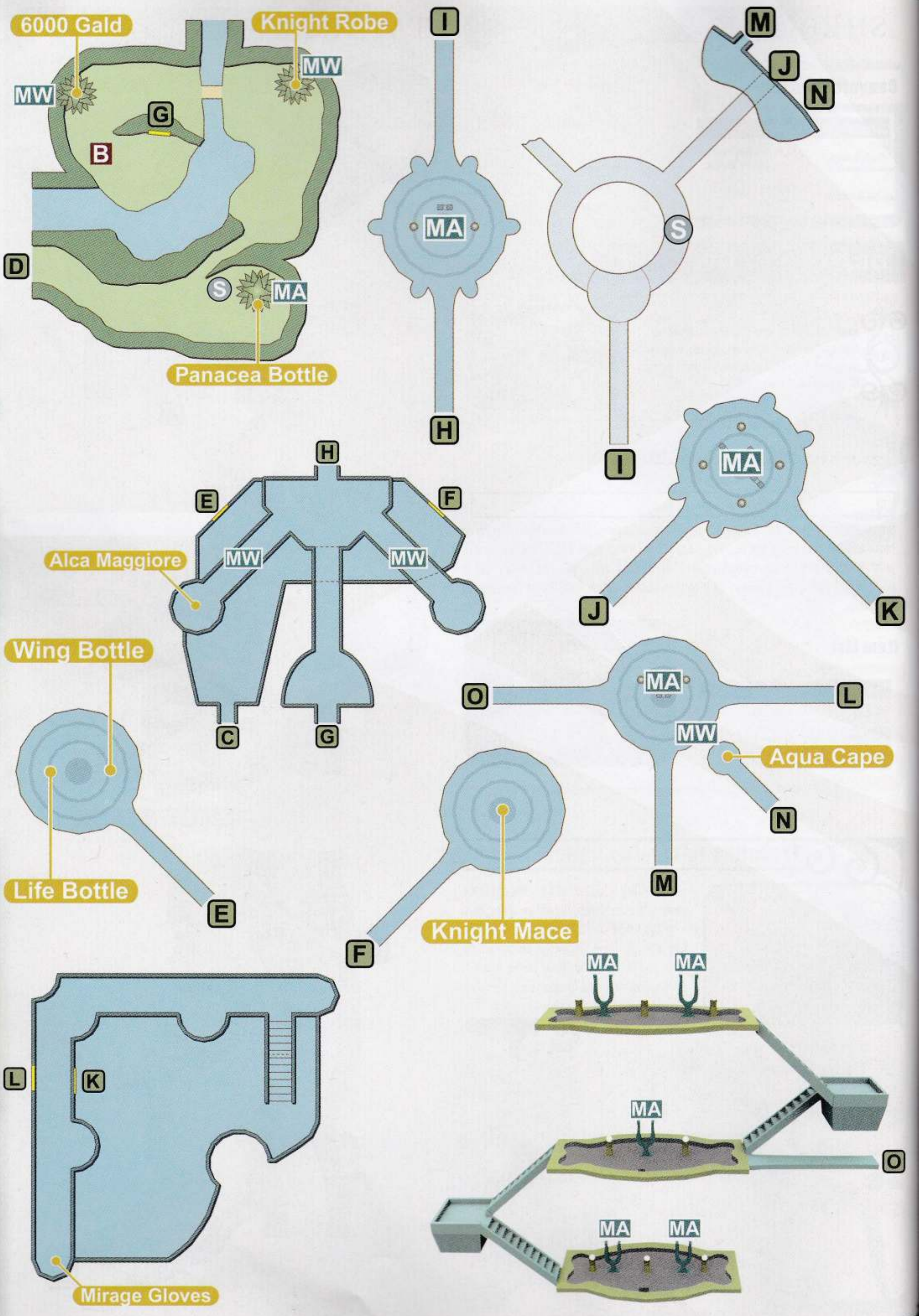
Menu Choice	Item Made
1st Choice	Knight Wand
2nd Choice	Crescent
3rd Choice	Light Guard

Traveling to Tataroo Valley

Tataroo Valley is located on the continent in the center of the world map. The Albiore in its current form can't drive up high cliffs, so you need to find a beach. There happens to be one on the south end of the island. Once you've found it, drive northwest to find Tataroo Valley.

TATAROO VALLEY




6000 Gald
Knight Robe
MW
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Wing Bottle
Life Bottle
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Aqua Cape
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Knight Mace
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Mirage Gloves
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MA

Conversation List

Conversation Name	How to Start
The Place Where It All Started	Enter Tataroo Valley for the second time.
The Cured Guy Is a Nice Guy	Enter a different map after Guy saves Anise.
Tataroo Valley/ Uniceros	Entire party is KO'ed in battle with Uniceros.
Over Two Thousand Years	A while after Ion opens the door.
To Sheridan!	Enter a different map after using the Frequency Counter.

Item List

Name
Lemon Gel
Silk Hat
Carmine Chamber
Pineapple Gel
7500 Gald
Purple Ribbon
6000 Gald
Knight Robe
Panacea Bottle
Knight Mace
Wing Bottle
Life Bottle
Alca Maggiore
Aqua Cape
Mirage Gloves

OBJECTIVE CHECKLIST

1 Even though you were here before, all of the old spots where item boxes were located now have new items in them. Be sure to check all of them before leaving.

2 You can reach a new section of Tataroo Valley now. Go to the northern end of the map and travel east. You find that a patch of stones and logs have fallen into the northern end of the river here.

3 After entering the new area in Tataroo Valley, follow the path while carefully watching the east edge of the mountain. When you see a suspicious-looking boulder blocking a cave, break it with Mieu's attack. Enter and move to the east end of the area to find Mieu's wings. With that in hand, use it to hit the buttons on the ceiling that are near the east and west doors of the room. This opens the doors. After retrieving the items you find, proceed outside and start heading east again. Follow the path until you run into Uniceros.

UNICEROS

Enemy Statistics

Level	37
HP	54000
TP	600
EXP	8150
Gold	15000
ATK	422
DEF	684
Fonic ATK	328
Fonic DEF	724
Elemental Weakness	Darkness 1.25
Elemental Resistance	Wind 0.75, Light 0.5
Items	Protect Ring(100%), Saffron(100%)

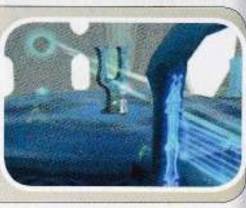
Go into your party's Arte menu and shut down any and all wind- or light-based Artes. Allow Tear to only use one offensive spell: Nightmare. Anise's Negative Gate is extremely potent in this matchup as well. The Uniceros' most commonly used normal attack is a flying light blast from the air. Since this attack completely clears you if you're standing directly in front of him, there's little to stop you from directly assaulting the beast head-on. The only time you really need to move is when you see a spell beginning to hit your location. Use Free Run to retreat, and then move in again as the monster is recovering.

OBJECTIVE CHECKLIST (TATAROO VALLEY CONTINUED)

1 Proceed forward and enter the blue door. Then go north until you reach a monument that looks like a tuning fork. Hit the button on the front of the fork with Meiu's attack. As you may have noticed, the aura the fork releases activates the nearby lamp. Hitting the fork again deactivates the lamp.

2 Go north through the door you opened. Take the east path when you see a fork in the road. When you come to a room with three tuning forks inside it, hit them with Meiu's attack in this order: middle fork, left fork, right fork, middle fork.

3 Take the east bridge. Follow the path until you come to another tuning fork with a wind tunnel blowing over it. Hit the tuning fork to shut down the air current, and then head west.



4

The next room over contains 8 lights. You need to turn on all 8 before you leave. Hit the middle fork once, and then drop to the bottom floor. Attack the left fork once, and then attack the right fork. Climb up to the top floor and hit the right fork, followed by the left fork. Drop down to the middle floor again, and hit the middle fork to activate all of the switches.

5

Go back to the previous room you were in and reactivate the wind current. The two currents should now collide with each other, diverting them into a different direction. Walk to the ledge where the wind is pointing to begin a short dialogue between Tear and Luke. While standing in the wind current, use Meiu's wings to carry yourself over to the Aqua Cape. After you retrieve it, return to the yellow pedestal at the beginning of the dungeon.

Sub Event 63: Cake

After leaving the Sephiroth in Tataroo Valley, go to the flower garden where you first met Tear (far west end of the map). A sequence shows off Tear's ability to cook sweets. By the end of it, you receive the recipe for Cake.

SHERIDAN

Conversation List

Conversation Name	How to Start
The Tartarus' Final Job	Report the findings of the Frequency Counter.
Natalia's Resolve	After Natalia has decided to return to Baticul.

OBJECTIVE CHECKLIST

1

Enter the Meeting Hall. Then exit and go east. Speak to Natalia, who's standing alone looking out to sea. Rest at the inn for the night to begin a scene between Asch and Natalia. When you awake, leave the inn for one last scene. Save your game and initiate Sub Event 64 before making your way to Baticul.

Sub Event 64: Hyper Resonance Training (4 of 4)

Stay at the inn one last time before leaving Sheridan. The final training session between Luke and Tear begins, illuminating more of the mysteries that revolve around Tear's pendant. Then Tear gains the Big Sister Title.

BATICUL

Conversation List

Conversation Name	How to Start
Let's Meet with the King	Enter Baticul.
How Will the King Respond?	Speak to Ingobert in his private quarters.
An Audience with the King	Exit the Castle after speaking with Ingobert.

Conversation Name	How to Start
Natalia, I'm So Happy for You	Convince Ingobert at the castle.
Let's See Emperor Peony	Exit the castle after speaking with Ingobert.

OBJECTIVE CHECKLIST

1

Travel to the main castle on the top floor of Baticul. Take the first door to your left just as you enter, and then climb the first stairs you see. Go west after you reach the second floor to enter King Ingobert's room. Then take the elevators down to the inn on the first floor of Baticul. After a lengthy scene showing Natalia's reconnection to her father, you gain her Child of Lanvaldear Title.

2

While you're here, you may opt to pay a visit to Luke's mother. Not only is she the catalyst for Sub Event 67, but speaking to her now also starts another segment of Luke's New Technique Sub Event.

Sub Event 65: Proud Maid

After leaving the Baticul audience room, leave through the south doors and immediately enter the east corridor. Walk up the staircase in the middle of the hallway, heading east to enter Natalia's chamber. Speak to the maid inside to begin a sequence of events that lead toward obtaining Tear's Proud Maid Title. This Title changes Tear's costume to the maid costume she had during this Sub Event.

Sub Event 66: Easygoing Waitress (2 of 2)

It's a long trip back, but if you want the Fruit Cocktail recipe, return to the Keterburg hotel. Initiate the Waitress mini-game with Tear's maid costume on. If you manage to win the challenge with the rival waitress, you obtain the Fruit Cocktail recipe!

Sub Event 67: Big Sister

If you never obtained the Big Sister Title from the Hyper Resonance Training Sub Events, proceed into Duke Fabre's mansion. Make Tear the onscreen character and change her Title to Van's Sister. Go speak to Luke's mother to start a strange cutscene involving Tear's relationship with Luke. You obtain the Big Sister Title.

Sub Event 68: Natalia's Goals

While outside of the Baticul Inn, walk east past the elevator on the right-hand side of the walkway. A cutscene reveals Natalia's inner thoughts about her duties.

Sub Event 69: The Coliseum

The Baticul Coliseum is now open for business. Here you can enter a high-stakes tournament with any of your six party members. Team-based battles or single-player bouts can be challenged. For detailed information about the battle arena, check Chapter 5, "Important Sub Events."

Conversation List

Conversation Name	How to Start
The Fights! The Thrills! The Coliseum!	Enter the Coliseum for the first time.

Sub Event 70: Miyagi's Training

Obtain the Baticuloon mini-game in the arena (beat beginner single match mode). Then speak to Mr. Miyagi in the Baticul dojo. Select the sixth option on the resulting list to play a special version of Baticuloon!

GRAND CHOKMAH

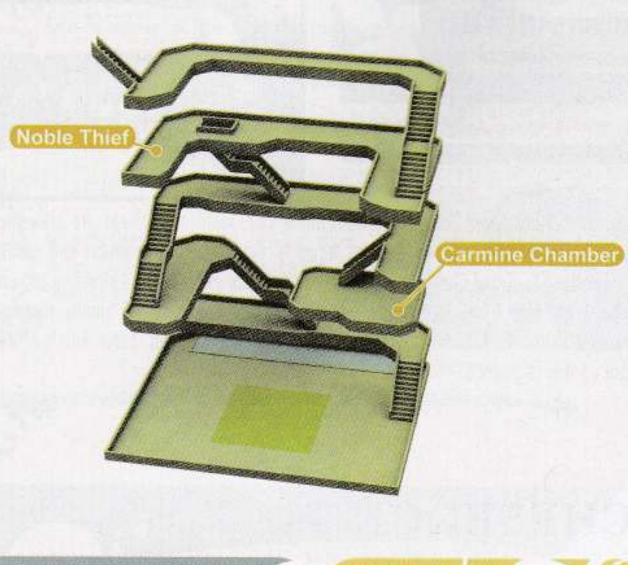
Conversation List

Conversation Name	How to Start
Dist's True Identity?	Speak to Peony.
Too Thin?	After speaking to Peony, stay at the inn.

OBJECTIVE CHECKLIST

1. Head directly to the audience room inside the main palace. After speaking with the emperor, travel to Daath.

DAATH



Conversation List

Conversation Name	How to Start
The Oracle Knights	Infiltrate the Oracle Headquarters to find the Flightstone and defeat the Oracle Knights.
Bad Memories	A while after entering the room that Natalia and Ion were held in.
Poor Reiner...	After acquiring the Flightstone.
Ion's Suggestion	Exit Oracle Headquarters after acquiring the Flightstone.

Item List

Name
Killer Bow
Epee
Melange Gel
Red Savory

OBJECTIVE CHECKLIST

1. Walk up to the Cathedral. After the cutscene finishes, move south out of the cathedral and make an immediate right turn just as you pass through the double doors. When you bypass the guard, move north into Oracle H.Q.

2. Go back to the room where you found Ion and Natalia detained. After initiating the conversation there, leave the room and head through the northern double doors. Follow the path that winds down to find Reiner. After obtaining the Flightstone, proceed up the stairs again and prepare to leave.

3. Remember the items you couldn't get to before? Well, Meiu's wings enable you to reach them now. They're on the very top floor of Oracle HQ, just above the ladders that you can't reach normally. Two items are in the southwest corner, and the other two are on the east end.

Sub Event 71: Nebilim (1 of 6)

Conversation List

Conversation Name	How to Start
A Painful Fonic Arte	A while after it occurs.

With the Nebilim sword you gained from Blade Rex, speak to Trithiem. He asks you to make a stop in Keterberg, so do that. Travel to the Governor's mansion and speak to Nephry. Head to Grand Chokmah and speak to Emperor Peony, who's standing around in his bedroom. After a little begging, you receive the Lost Celesti sword. Finally, make your way over to the Malkuth Military Base on the west end of town. Enter Jade's office to finish up this segment of the quest.

CHESEDONIA

Conversation List

Conversation Name	How to Start
Peace at Last...?	After requesting Astor's presence in the conference.

OBJECTIVE CHECKLIST

1 Walk over to Astor's mansion and speak to him. Leave town and hop on the Albiore. Return to Yulia City.

Sub Event 72: Ant Lion Man...? (4 of 5)

Take a peek into the same alleyway where you usually find the Ant Lion Man. He's there yet again, asking for Beef, Chicken, and a Striped Ribbon. Unfortunately, Striped Ribbons are only sold in Chesedonia's Spiritoso, and you must have a rather large amount of TLP to get them. Regardless, if you have enough to buy a Striped Ribbon, buy it and give it to the horned freak. In return, he gives you a Holy Ring and a Spirit Ring.

YULIA CITY

Conversation List

Conversation Name	How to Start
Guy's Revenge	After the conclusion of the Peace Treaty.
Meiu's a Genius?!	After the conclusion of the Peace Treaty, rest in Tear's room.

OBJECTIVE CHECKLIST

1 Once the Peace Treaty signing has been completed, stay the night in Tear's room and go to Teodoro's office. After speaking with him, leave Yulia City and start flying to Sheridan (or take care of the following Sub Events beforehand).

Sub Event 73: Jozette & Aslan (2 of 5)

Make your way to Kaitzur Port. Cecille is still inside the Kimlasca Base. Speak to her about the upcoming peace treaty between Malkuth and Kimlasca. She finally agrees to take Aslan's hand in marriage.

Sub Event 74: Dark Wings Key

Travel to Grand Chokmah and go west from the port area. A cutscene features the Dark Wings again. By the end of it, you receive the Key of Darkness.

Sub Event 75: Reflecting Water

TLP	Grand Chokmah/Engeve + 300, Grand Chokmah/St. Binah + 300, Grand Chokmah/Chesedonia + 300, Grand Chokmah/Keterberg + 300

Go to the audience room. Check the window directly behind Peony's throne for a small cutscene. Mostly informational, this cutscene speaks of the background of Peony's family. Ignore it if you're only out to get items.

SHERIDAN

Conversation List

Conversation Name	How to Start
Only One Chance	After hearing the strategy in the assembly room at Sheridan.
What Class are You?	Wander around the same map after exiting the assembly room.

Conversation Name	How to Start
Tragedy at Sheridan	Escape from the Oracle Knights' attack and exit to the Field.

OBJECTIVE CHECKLIST

1 Enter the meeting hall. After the cutscene, make a run to the town inn and save your game. When you're ready to move on, speak to lemon and select the second choice.

2 When the Oracle Knights attack the village, travel northeast and exit town. Proceed to Port Sheridan and board the Tartarus.

CORE

Conversation List

Conversation Name	How to Start
Core/Sync	Entire party is KO'ed in battle with Sync.
What Lorelei Wanted to Convey	After escaping from the Core.

Conversation Name	How to Start
Ion's Secret	Return to the Outer Lands after escaping from the Core.
What Is Asch Doing Now...?	Stay at the inn after escaping from the Core.

SYNC

Enemy Statistics

Level	39
HP	83500
TP	400
EXP	9300
Gold	16000
ATK	543
DEF	537
Fonic ATK	261
Fonic DEF	462
Elemental Weakness	None
Elemental Resistance	None
Item	Spirit Ring(100%)

Sync is the first foe you've encountered for a while that actually poses a threat. He's heavily endowed with a variety of powerful Artes that eradicate large chunks of HP very quickly. He's also very fast and very difficult to stun, making combos, your biggest asset against boss characters, tricky to land.

Even still, Sync has major gaps in his offense patterns that you can exploit. Despite their damage output, his Stone Dragon Ascent and Cyclone Blaze both have heavy windup periods. As long as you're not committing to a recovery-heavy attack, there's plenty of time to use Free Run to move away. More importantly, your best chance to initiate a risk-free strike is while he's recovering from one of those moves. Run around to Sync's back when he's kneeling, and then strike him down.

Finally, Sync tends to use a powerful Mystic Arte called Akashic Torment when his HP runs low. This attack generally knocks out any character who's within range. Avoid taking damage from this attack by backing away from Sync immediately after every combo.

Drawing a Fonic Seal

Soon after the torturous battle with Sync, a quick mini-game begins. The object of the game is to use Meiu's fire to push and move the ball of light around the Field, drawing lines that match the purple symbol on the ground. Tear helps guide you through the process, although she isn't necessarily needed. Simply trace the purple symbol on the ground to finish the game with ease.

BELKEND

Conversation List

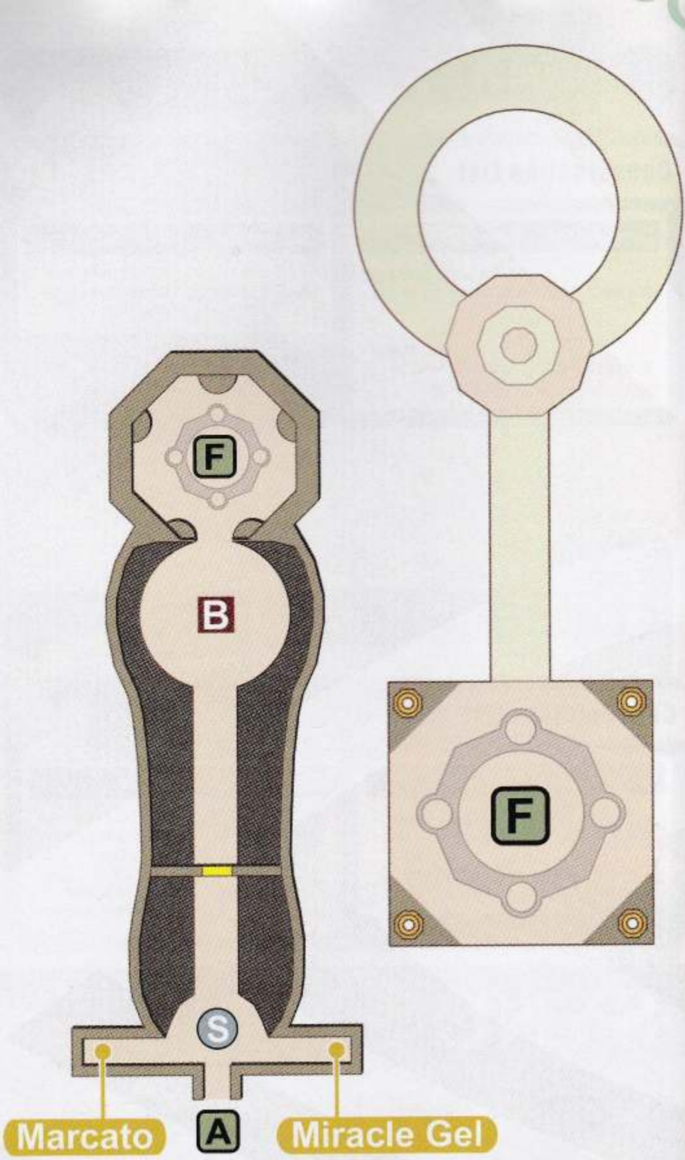
Conversation Name	How to Start
What Is Van Doing Now...?	Hear where the next passage ring is at Belkend.
Priorities	Exit to the Field after hearing where the next passage ring is.

OBJECTIVE CHECKLIST

1 Proceed to the Governor's mansion. You end up in the Research Laboratory. Speak to Tear to get the Strong of Heart Title. Leave the medical center and go through the north corridor in the next room over. Immediately enter the west room. When you're finished getting the instructions you need, fly out toward the Meggiora Highlands.

2 There's a river that runs between Ortion Caverns and the Meggiora Highlands. Shift the Albiore into watercraft mode and follow the river. You come to a second entrance that leads into the Meggiora Highlands.

MEGGIORA HIGHLANDS



Conversation List

Conversation Name	How to Start
Legretta and Tear	Ion opens the door.
The Seventh Fonstone Score	Enter the ruins after Ion opens the door.
A Strong Enemy	Don't solve any of the puzzles, and let the entire party get KO'ed by Repair Fonbot.
Meggiora Highlands/ Repair Fonbot	Solve one or more of the puzzles, and let the entire party get KO'ed by Repair Fonbot.

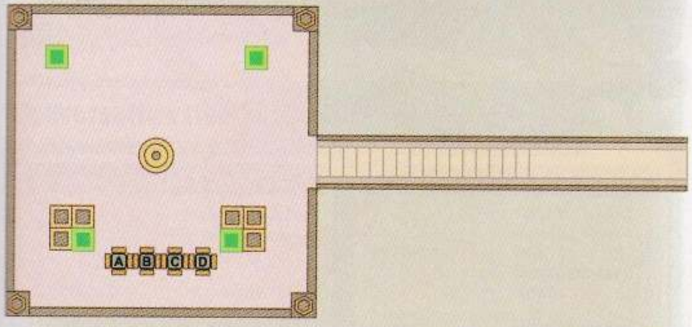
Conversation Name	How to Start
Poor Thing...	A while after defeating Repair Fonbot.
Absent-Minded	After operating the Sephiroth, go up the elevator.
He Won't Get Away!	Discover Spinoza.
Spinoza, Unforgivable!	After the event in which the party chases Spinoza in the Albiore 3.

PUZZLE ROOM SOLUTIONS

This area is nothing less than strange. Inside you find five entrances, only one of which leads to the Sepiroth (entrance **A**). The other four areas are puzzle rooms. When one of the puzzles is completed, the boss of the area loses two of his Fon Artes, weakening him significantly. However, only three of the four puzzles can be completed. Attempting to do all four results in the final puzzle room being empty. Strangely enough, this is completely unnecessary. The Repair Fonbot is completely manageable with or without his abilities. That being the case, the only puzzle worth doing is the one located in entrance #3. You can obtain a Katana by completing the puzzle, making it worth the effort to stop by. Even still, if you happen to be a little underleveled when you tackle this area, you may want to solve the puzzles that eliminate the robot's strongest spells, like Explode or Raging Mist.

Entrance B

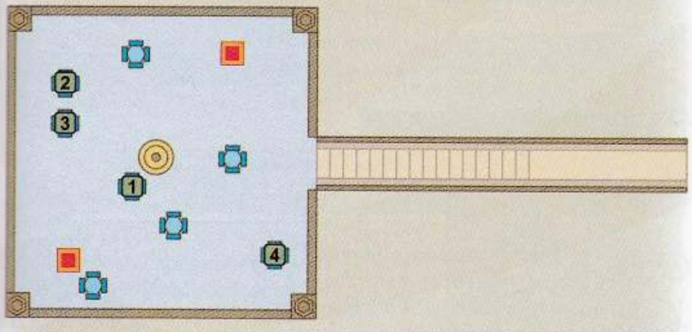
Spells Fonbot loses if puzzle is cleared: Flame Burst (Strength 400), Explode (Strength 650)



Pillar D:	Ignite it with Meiu's fire, and then push it up 1 space. Push it right 2 spaces.
Pillar A:	Light pillar on fire, pull it up 1 time. Push it up once.
Pillar B & C:	Light both on fire. Pull them both up 9 spaces. Pull them both left 1 pace.
Pillar B:	Use Meiu's attack on it to put out the fire.
Pillar A:	Use Meiu's attack on it to put out the fire.
Pillar C:	Pull it right 7 spaces.
Pillar D:	Use Meiu's attack on it to put out the fire.
Pillar C:	Pull it right 7 spaces. Push it right 2 spaces. Pull it left 2 spaces.

Entrance C

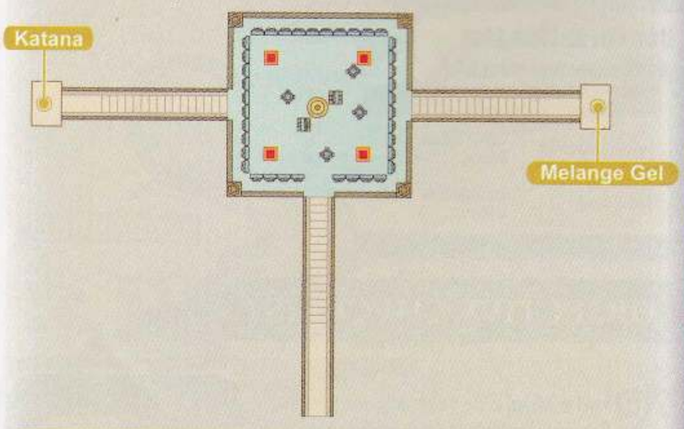
Spells Fonbot loses if puzzle is cleared: Splash (Strength 380), Icicle Rain (Strength 480)



Ice 1:	Meiu-attack it right 1 time. Attack it down 1 time. Attack it left 2 times.
Ice 2:	Attack it up 1 time.
Ice 3:	Attack it up 1 time.
Ice 4:	Attack it up 3 times.
Ice 3:	Attack it right 3 times.

Entrance D

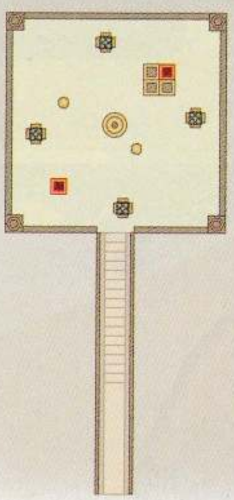
Spells Fonbot loses if puzzle is cleared: Turbulence (Strength 360), Raging Mist (Strength 795)



Simply Meiu-attack the pillars to move them to the glowing squares. The wind blowing around can do nothing but slow you down a little. After the puzzle is finished, stand in front of either fan, to the left or right of the middle pedestal. Use Meiu's wings to float into the air just before the wind current fires. If you do it correctly, the gust of air should carry you to either the Katana or Melange Gel, depending on which side you glide in from.

Entrance E

Spells, Fonbot loses if puzzle is cleared: Rock Break (Strength 420), Eruption (Strength 540)



Meiu-attack the west pillar 1 time.
Attack the north pillar 1 time.
Attack the east pillar 4 times.
Attack the south pillar 1 time.
Attack the west pillar 9 times.

REPAIR FONBOT

Enemy Statistics

Level	40
HP	57000
TP	600
EXP	10000
Gold	18000
ATK	528
DEF	835
Fonic ATK	326
Fonic DEF	810
Elemental Weakness	Water 1.4, Wind 1.2
Elemental Resistance	None
Item	Opal(100%)

As always, you can use Free Run to evade all of Fonbot's attacks, so circle around him rapidly and pelt away at him when you see an opening. With regard to effective spells, water- and wind-based Artes wreck Fonbot pretty badly. Jade's Turbulence and Splash Artes are especially powerful against it. Abuse them, in combination with follow-up combos with Luke or Guy, for big damage.

BELKEND & DAATH

Conversation List

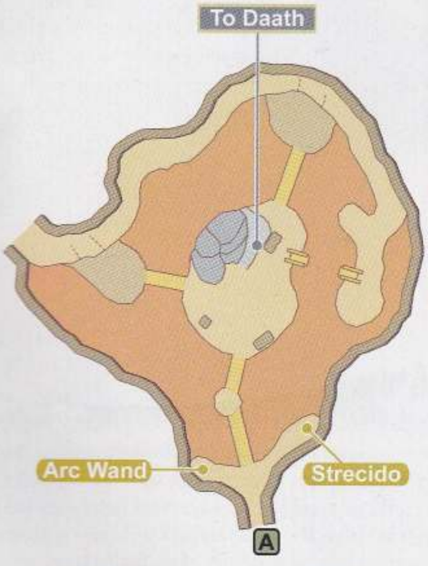
Conversation Name	How to Start
Spinoza's Atonement	Capture Spinoza at Belkend.
Feeling Weird	See Mohs at the church in Daath.

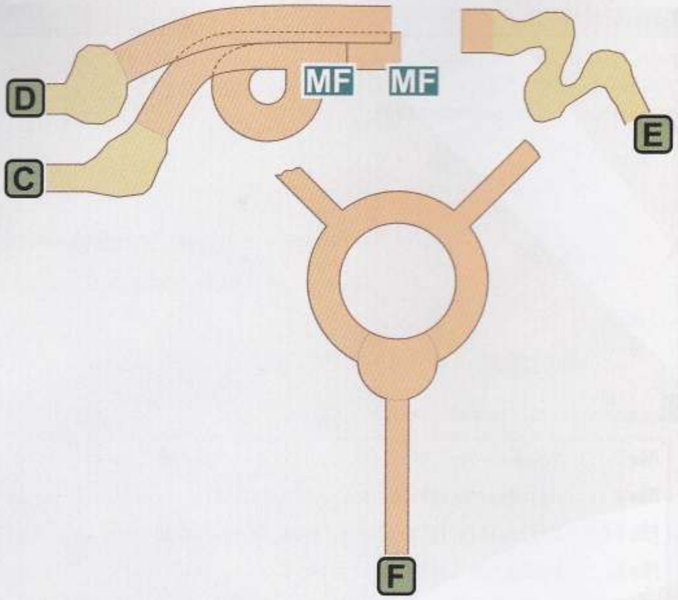
OBJECTIVE CHECKLIST

1 Travel to Belkend to chase down and corner Spinoza. Then proceed to Daath. When you get there, head up to the cathedral to begin a cutscene. When it finishes, walk into the church and take the door to the east. Proceed up the first staircase and enter the door to your left.

2 To advance to the next dungeon, travel northeast through several hallways to get to Mt. Zaleho. However, there's a Sunlight Chamber that's obtainable. Getting to it requires a trek through the convoluted hallways of Daath's cathedral, starting from the door northwest from your location. From there, travel west, south, east, east, east, north, west, south, northwest, south, south, and east. Ignore the doors in the room you come to, and instead stop on the circle in the middle of the room. After collapsing to the next floor down, grab the Sunlight Chamber and move east to find a trap door that brings you back to a recognizable area.

MT. ZALEHO





Conversation List

Conversation Name	How to Start
Anise Going Crazy?!	Operate the Sephiroth at Zaleho Mountain.
Things Are Going Too Well...	Enter a different map after operating the Sephiroth.
Dist's Curse?!	After operating the Sephiroth and a while after exiting to the Field.

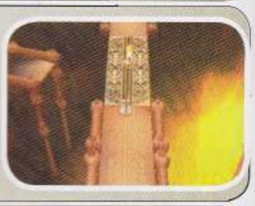
Item List

Name
Arc Wand
Strecido
Cobalt Chamber
Wing Bottle
Druid Cloak

OBJECTIVE CHECKLIST

1 The path here carries no real detours. Follow it and take any of the forks in the road to grab a few extra items. The only things to take note of are the gaps in some of the bridges in this area. Most of these gaps have objects floating in them. Shoot Meiu's fire at these objects to reveal hidden walkways.

2 You come to a bridge gap with a candle that's just out of range of Meiu's fire. To light the candle, defeat the nearby enemy, who then turns into a movable pillar. Push the enemy over the east ledge and use it as a stepping stone to light the candle.



3 When you come to a cave, enter it. Inside are three walkways hanging horizontally over each other. Take the bottom walkway and defeat the monster. He turns into a movable pillar, which you should push off the eastern ledge. Once that's done, leave the cave and take the northwest path, which leads to the topmost floor of the area you were just in. Defeat the enemy there and push it over the east ledge, which drops it directly on top of the previous enemy. Return to the cave and head down the middle path. Use the enemies you dropped on top of each other as a bridge to light the candle and reveal the hidden bridge.

4 Once you reach the end of the dungeon, use the nearby Save Point and a Wing Bottle to leave. Don't worry about the west path with the moving candles just yet; you need Meiu fire 2 to reach that area. Leave the dungeon and proceed to Belkend yet again.

BELKEND, ORTION CAVERNS, SHERIDAN, AND KETERBURG

Conversation List

Conversation Name	How to Start
Worried About Tear's Health...	Hear from Spinoza that the Miasma has been quarantined.
Tear's Whereabouts	Tear disappears.
What Is Oracle Up To?	Run into Legretto at Ortion Caverns.
The Siblings' Bond Broken	Run into Van at Ortion Caverns, and hear Tear's story at Sheridan.
The True Faces of the Six God-Generals	A while after running into Van at Ortion Caverns, and hearing Tear's story at Sheridan.

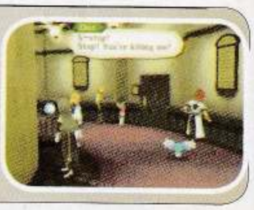
Conversation Name	How to Start
Van's Purpose	Exit to the Fiedl after running into Van at Ortion Caverns, and hearing Tear's story at Sheridan.
When the World Changes	Enter a different map after hearing about Dist from Nefry.
Jade and Dist	Hear about Mt. Roneal from Dist.
The Coming Confrontation	A while after handing Dist over to the guards.
Nostalgic Memories	Wander around the map with the park after handing Dist over to the guards.

OBJECTIVE CHECKLIST

1. After returning to Belkend, go to the Research Facility. Proceed north into the next room up, and then take the west door. After speaking with Spinoza, stay at the town inn.

2. Fly out to Ortion Caverns and proceed to the very end of it again (the hidden laboratory). After a brief cutscene, you're transported to Sheridan. Enter the Meeting Hall.

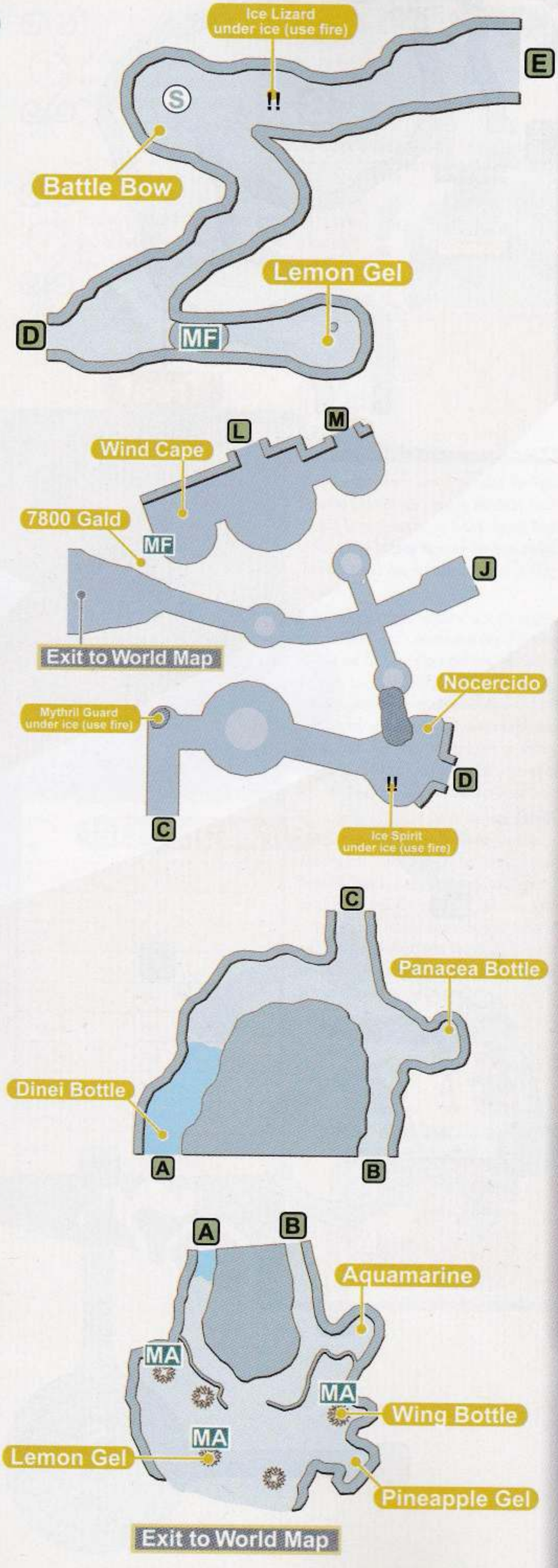
3. Head out to Keterburg. Speak to Nephry in her mansion. Then proceed to the Keterburg hotel. After the cutscene dealing with Dist, take care of Sub Event 75. Then proceed out Keterburg's northern exit.



Sub Event 75: Luke's New Technique (3 of 4)

Speak to a man standing to the east on the first floor of the Keterburg hotel. He needs 80,000 Gald before he'll give the Arte book away. Fly out to Baticul and enter Duke Fabre's mansion. Speak with Luke's mother to get the desired money. Head back to Keterburg and give the man the money to obtain Slag Assault!

MT. RONEAL



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F
Treat
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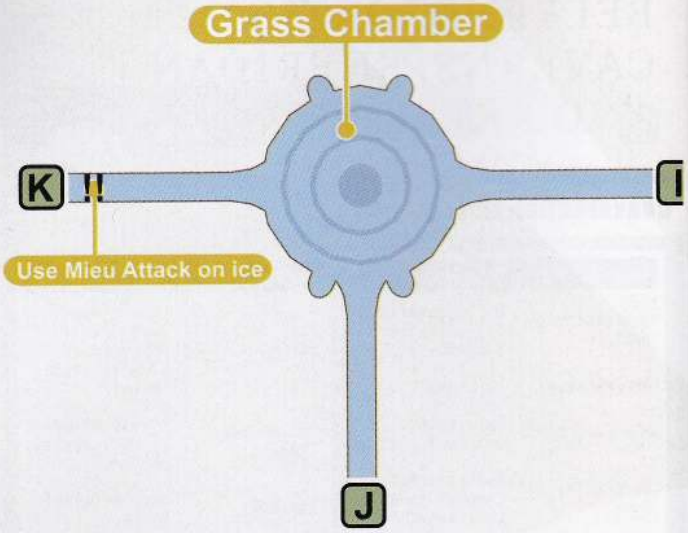
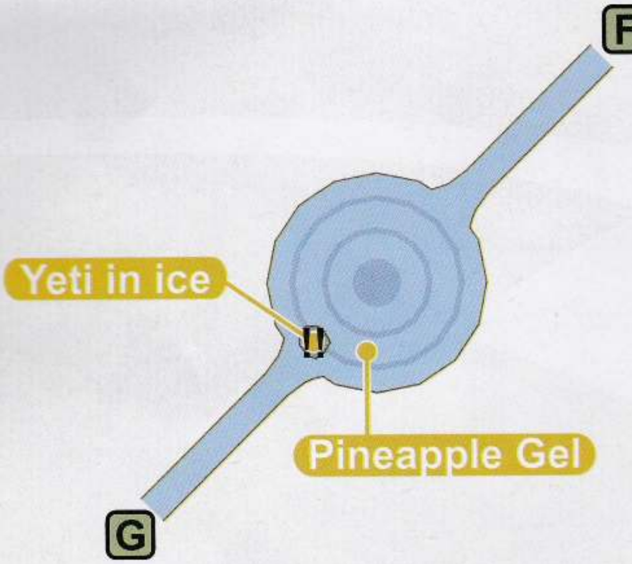
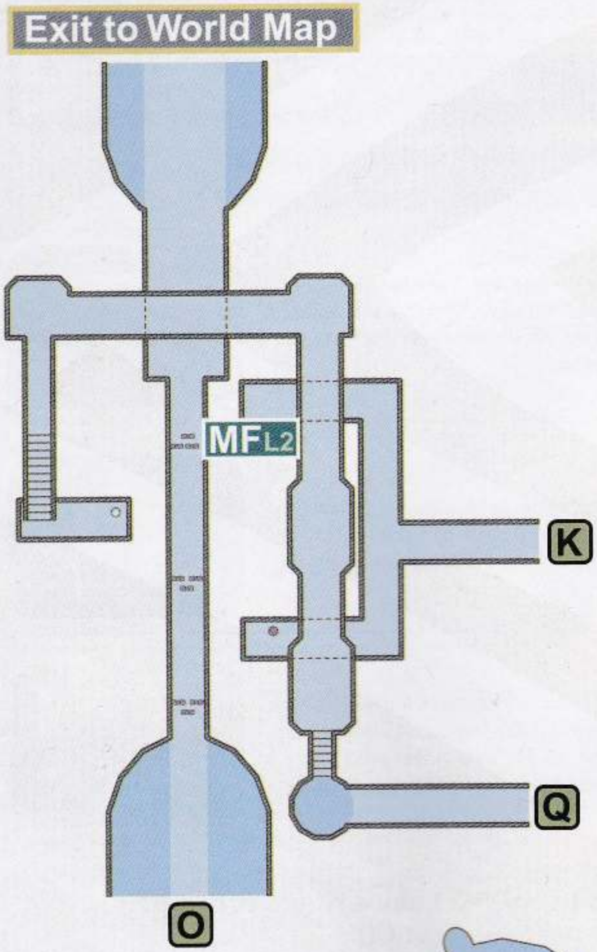
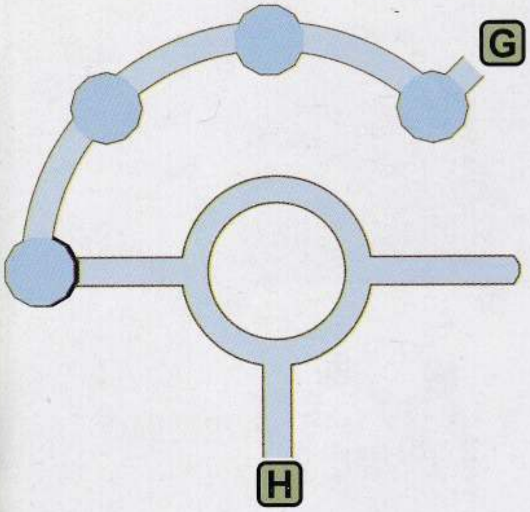

Grass Chamber
K
!!
Use Mieu Attack on ice
J


F
Yeti in ice
!!
Pineapple Gel
G


Exit to World Map
MFL2
K
Q
O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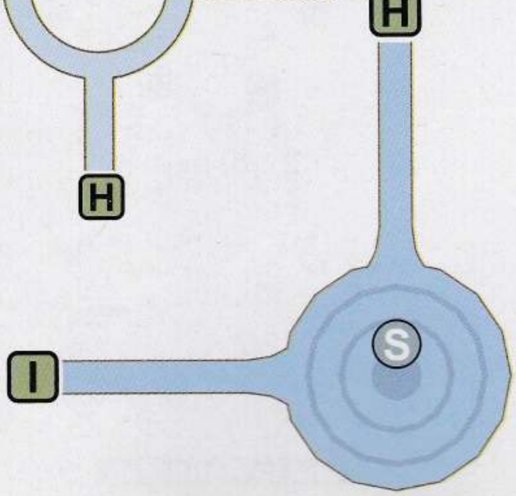
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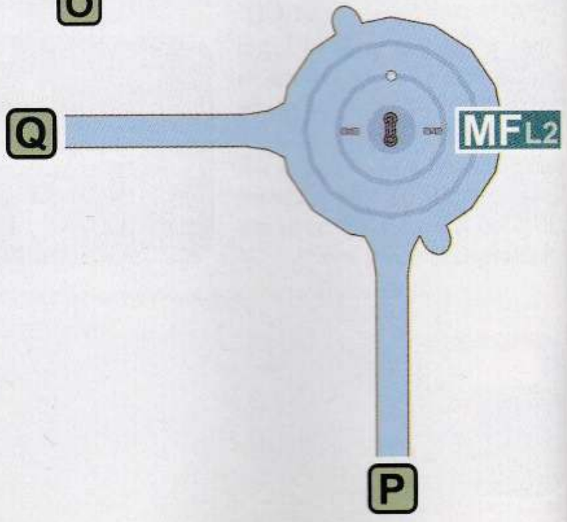

Q
MFL2
P

Conversation List

Conversation Name	How to Start
Time to Settle Things	Before God-General Fight
It's Freezing Up Here!	A while after entering Mt. Roneal.
Beware of Avalanches	A while after entering Mt. Roneal.
Only One Entrance	Enter the 4th map of Mt. Roneal.
Mt. Roneal/Legretta, Arietta, and Largo	Entire party is KO'ed in battle with Legretta, Arietta, and Largo.

Item List

Name	
Panacea Bottle	Lemon Gel
Dinei Bottle	Treat
Aquamarine	Pineapple Gel
Wing Bottle	Grass Chamber
Pineapple Gel	Mithril Circlet
Lemon Gel	Special Gel
Wind Mantle	Vorpal Sword
7800 Gald	Red Lavender
Mithril Guard	15000 Gald
Nocercido	
Battle Bow	

OBJECTIVE CHECKLIST

1 There are several patches of snow and ice in this dungeon that hold items. They're very suspicious; most are piles of snow or tall ice crystals. Use Meiu's fire to melt the ice and obtain the items. Additionally, a few trees have items in their branches. Use Meiu's attack to shake the item boxes from the trees' limbs.

2 The second section of this dungeon contains an icy slide. Grab an item box containing a Dinei Bottle on the way down by pressing the ⊗ button when you're near it.

ORACLE TRIO

Arietta's Statistics

Level	45
HP	26000
TP	100
EXP	4300
Gald	8000
ATK	576
DEF	459
Fonic Atk	336
Fonic Def	348
Elemental Weakness	None
Elemental Resistance	None
Items	Misty Mark (100%), Red Lavender (100%), Time Traveling Girl (Steal 50%)

Legretta's Statistics

Level	45
HP	32000
TP	100
EXP	5200
Gold	8000
ATK	426
DEF	489
Fonic ATK	336
Fonic DEF	348
Elemental Weakness	None
Elemental Resistance	Earth 0.75, Fire 0.5
Item	Reflect, Ring (100%)

Largo's Statistics

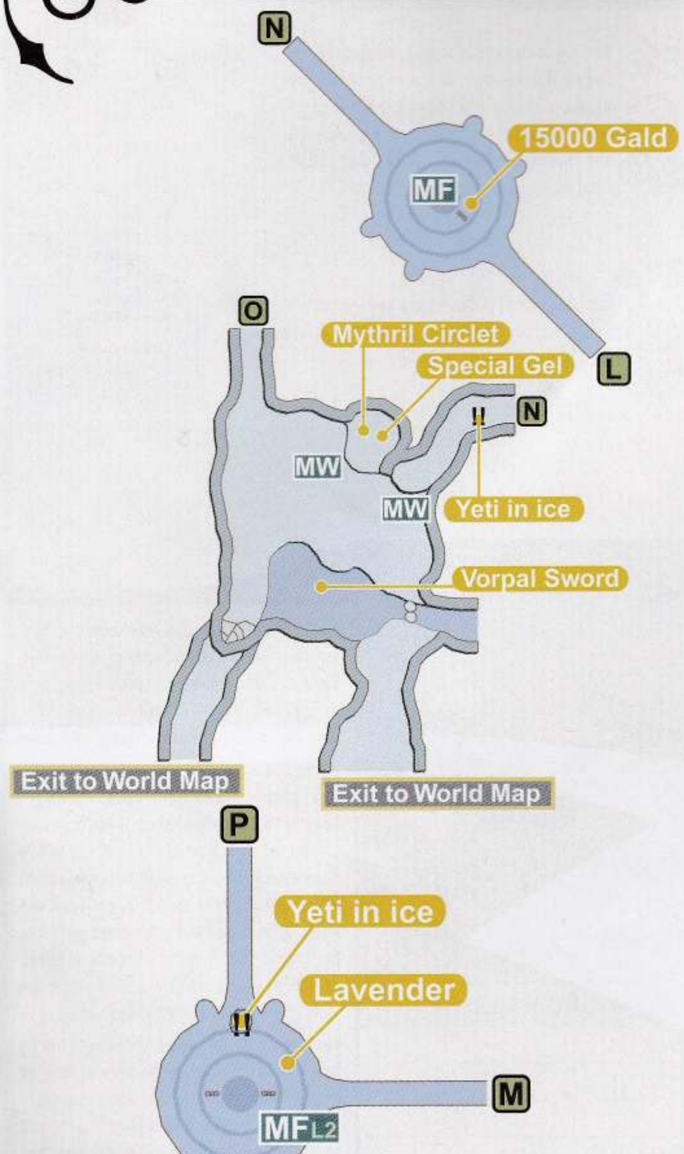
Level	45
HP	29000
TP	100
EXP	4000
Gald	8000
ATK	576
DEF	469
Fonic ATK	336
Fonic DEF	348
Elemental Weakness	None
Elemental Resistance	Light 0.75
Items	Sapphire Ring (100%), Red Sage (100%)

Arietta is carrying a rare item called the Time Traveling Girl that you can only obtain by theft. Equip a Grass Chamber to Luke's Raging Blast or Guy's Void Tempest to equip the Steal ability. Then the attack has a small chance of stealing the item.

Unfortunately, Arietta happens to be the biggest threat to your party's existence. If you're looking to steal the Time Traveling Girl doll, it's best to eliminate Largo and Legretta first. Unfortunately, this gives her plenty of time to use Fonic and Mystic Artes to pummel your entire party into the ground. Big Bang is especially a threat, considering it nukes 1500 to 2000 of your entire party's Hit Points in one unavoidable blast.

You're going to take a lot of damage. Having both Tear and Natalia in the same party is an absolute must, since they can both support your party with healing spells. Both Largo and Legretta have attacks that you can avoid with Free Run, so run behind them and attack them for the best results. None of the Oracle Knights have much health, so giant combos ending with Mystic Artes do a lot to speed up the process.

Mt. Roneal Continued



After activating the Sephiroth, travel south to find a save point. From here, you can use a Wing Bottle to warp out of the dungeon and return to Keterburg. However, the path south continues, leading to several items and a new section of Mt. Roneal. Although many of these areas cannot be accessed yet without Meiu fire 2, many items are still obtainable, including a Vorpal Sword.

If you decide to go on, follow the path south from Mt. Roneal until you enter the Field map again. Make an immediate left and follow the length of the mountainside until you find another entrance into the mountains. There are a few trees to the north of you, and a small snowy cliff to the west. Go to the edge of the cliff to cause the snow to fall over and create a path. Move down the path to the frozen pond below, which holds the Vorpal Sword (it's a blue object on the west end of the pond). Go north, use Meiu's wings to fly up to the left tree, and get the items above. Float up to the right tree, burn the ice blocking your path, and then follow it to get a few more items.

The path in the southwest corner of this map (just below the cliff that melts) leads to the Field map. Outside is a search point that yields several rare items. Stick around and search it a few times.

KETERBURG

Conversation List

Conversation Name	How to Start
The Night Before - Girl Talk	Right before you head to the Absorption Gate.
The Night Before - Guy Talk	Right before you head to the Absorption Gate.

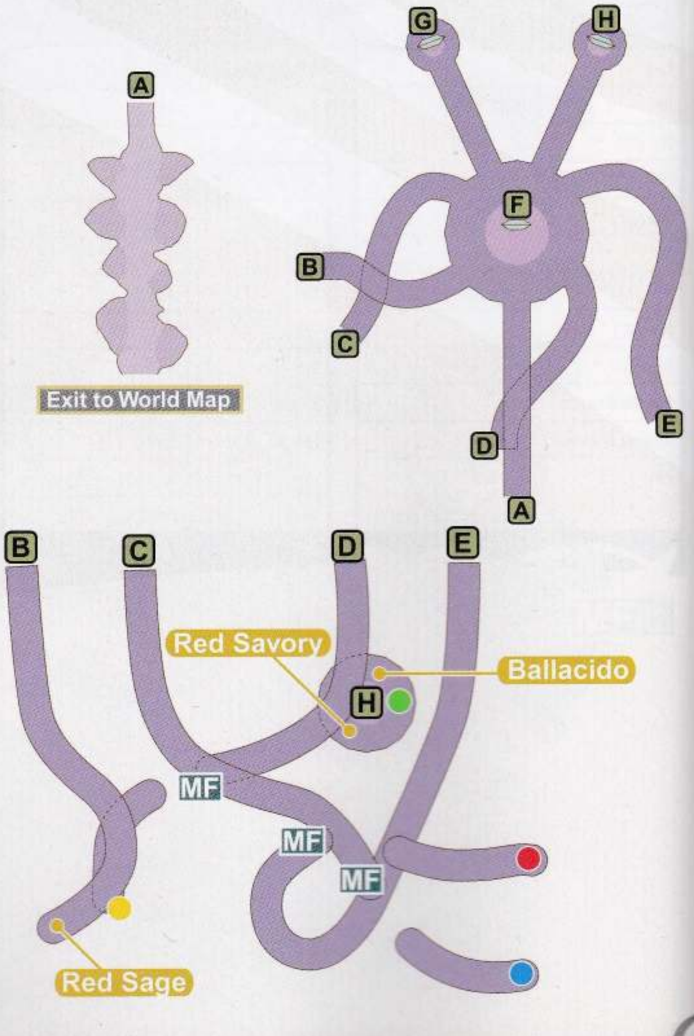
Conversation Name	How to Start
The Decisive Battle	Exit to the Field after you decide to go to the Absorption Gate.

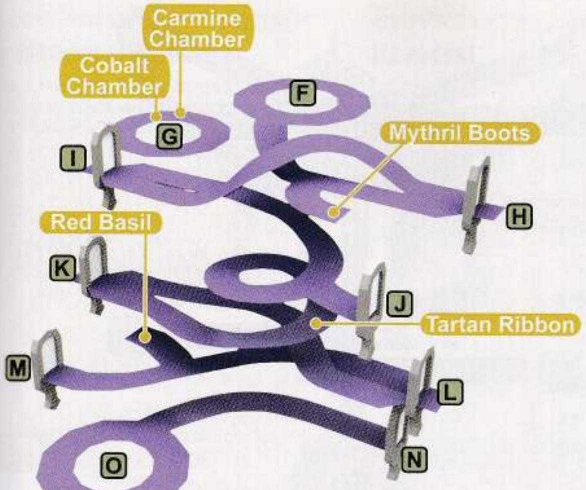
OBJECTIVE CHECKLIST

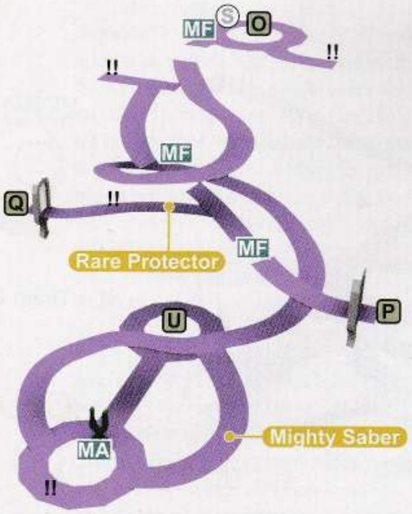
1 The group splits up as you enter town. Go around speaking to each member of your party to begin short but informative cutscenes between Luke & friends. Jade and Meiu are standing around at the front of town. Guy is in the Casino. Natalia is in the north park. Tear is on the bench in the west area outside of the hotel. Ion is in Nephry's mansion, while Anise is standing outside of the mansion crying.

2 Go to the Keterburg hotel and speak to the receptionist. When you're finished, leave town and go to Keterburg Port to find the Albiore waiting for you.

ABSORPTION GATE







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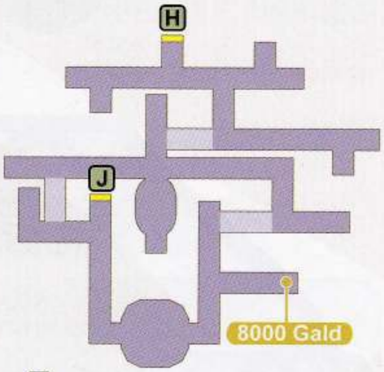

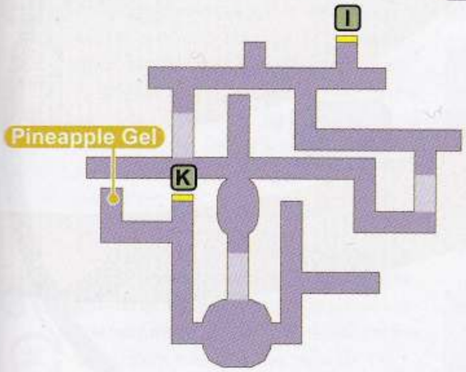

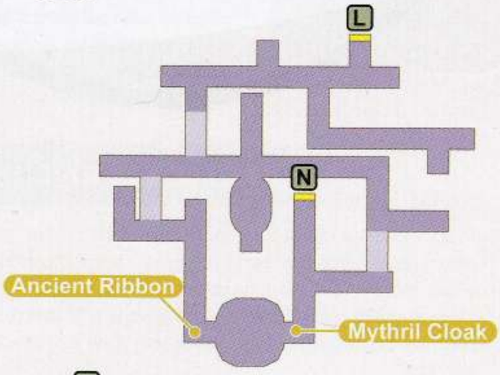

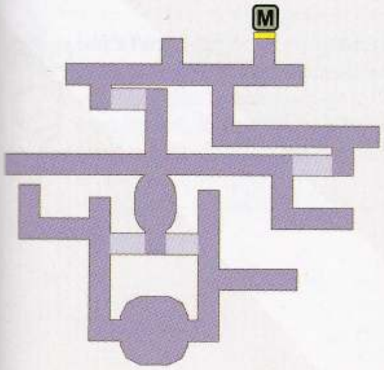

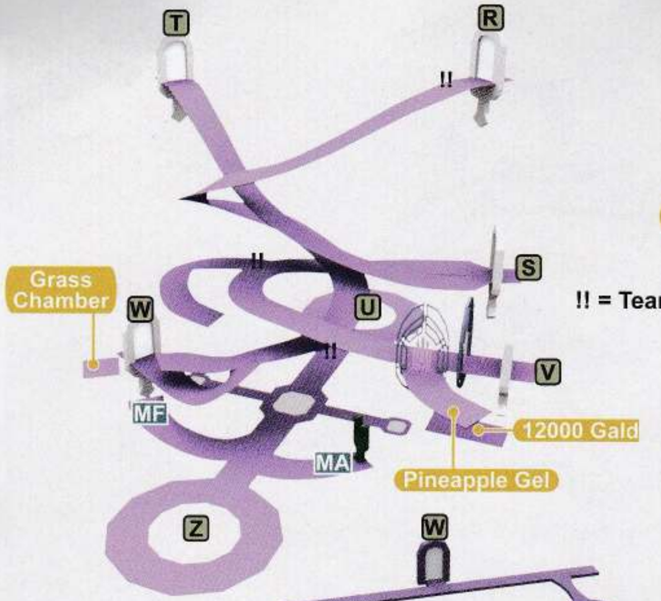

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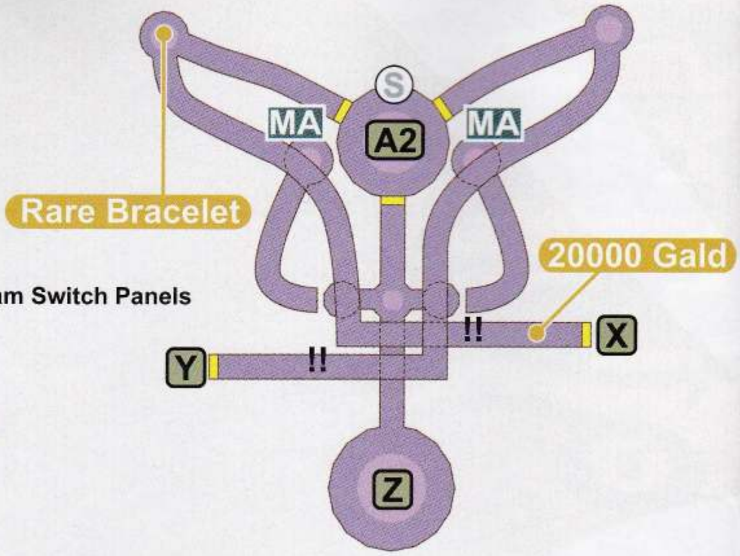
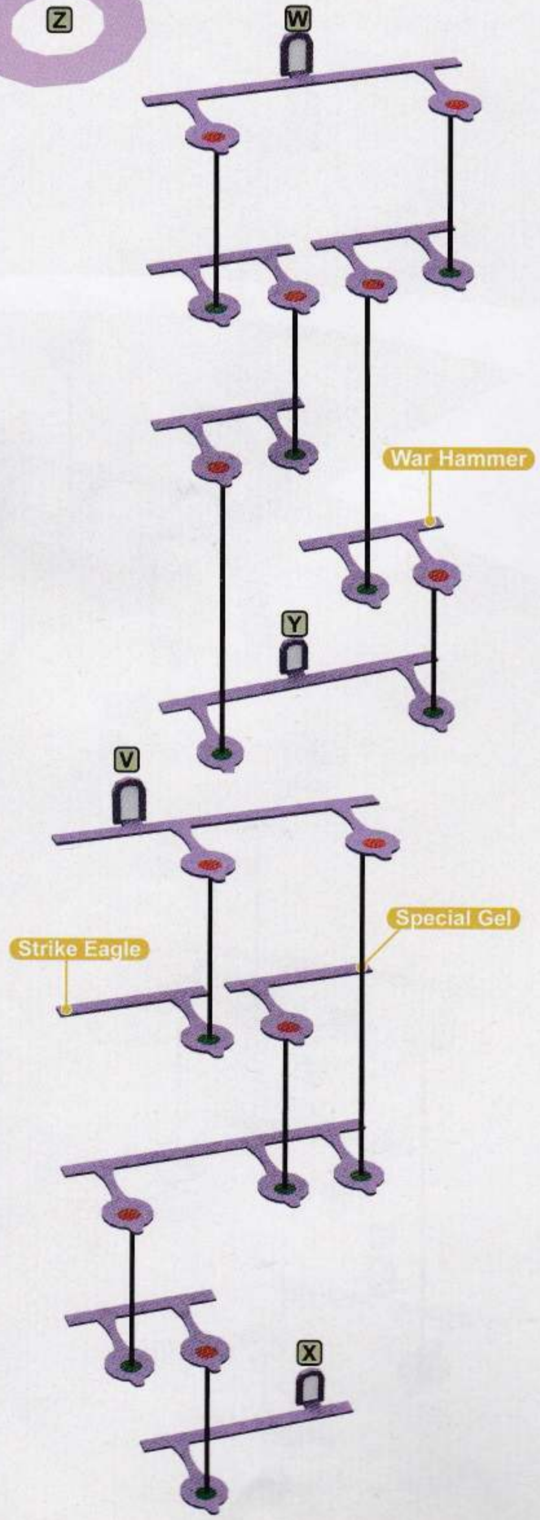
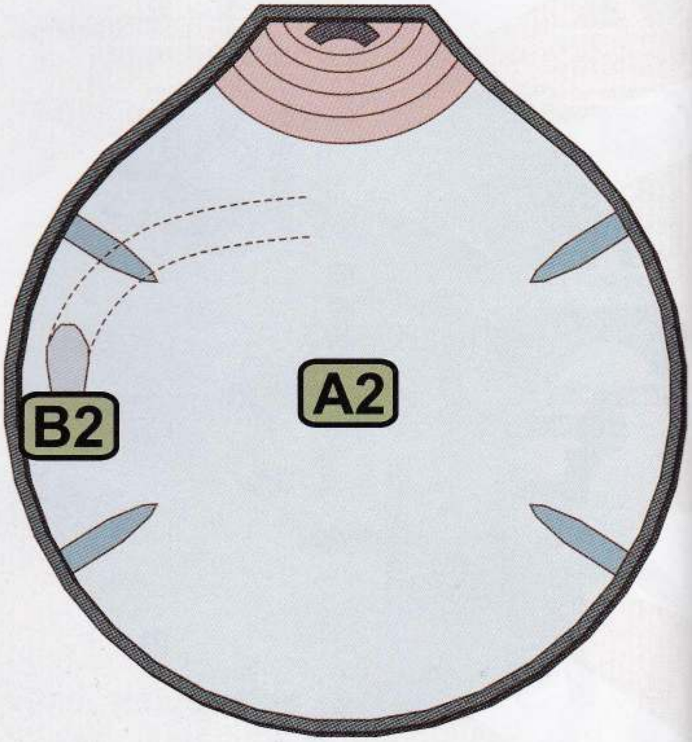






Conversation List

Conversation Name	How to Start
Our Final Duty	A while after arriving at the Absorption Gate, around the starting point.
Confronting Van	Enter the next area.
No Need for Little Tricks	After the first warp, at the event where the path crumbles.
Carefully and Quickly	After the first warp, a while after the event where the path crumbles.
Tear's Resolve	After the party is split up, a while after navigating Luke's party.
Van's Strength	After the party is split up, a while after navigating Jade's party.
The Battle Nears	After the party is split up, a while after navigating Guy's party.
Absorption Gate/Van	Entire party is KO'ed in battle with Van.

Item List

Name	
Red Sage	Rare Protector
BallasSeed	Mighty Sabre
Red Savory	Grass Chamber
Cobalt Chamber	Pineapple Gel
Carmine Chamber	12000 Gald
Mithril Boots	Treat
Red Basil	War Hammer
Tartan Ribbon	Rare Brace
8000 Gald	20000 Gald
Pineapple Gel	Carmine Chamber
Ancient Ribbon	Special Gel
Mithril Cloak	Strike Eagle

OBJECTIVE CHECKLIST

1 The red and blue flames that block specific paths in this dungeon can be removed. You need to find and defeat two specific enemies. The red enemy is midway through the dungeon, while the blue enemy is near the end, just before your fight with Van. Finding them isn't difficult, because they don't stray too far away from the main path. Once you've extinguished both the blue and red flames, you can backtrack to the beginning and pick up a few items. Some of them are chambers and status-raising herbs, so it may be worth your while to invest the time.

2 The first area of this dungeon has a six-way fork in the road, two of which are blocked by the aforementioned flames. In the middle of the room is a monument with more Fonon musical notes on it. You need to input three colored Fonons, in this order: blue, red, yellow. Take the upper-left path to get the blue Fonon, the upper-right path for the red one, and the lower-right path for the yellow one. After inputting the code, examine the monument and take the elevator into the compound.

SEPARATED PARTY SOLUTION

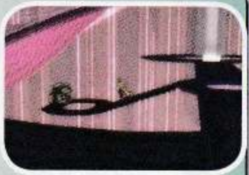
At one point during this venture, your party is divided into three groups of two. Luke and Tear are the initial group, but you can switch to Guy or Jade's group by standing on and examining blue circles placed throughout the dungeon. The idea is to use each group in tandem, opening up new doorways with one group that only another can use.

1 **Luke's Party:** Follow the path and use Meiu's fire on the two candles along the way (move around near the edge of the platform surrounding them until you find the correct firing spot). Meiu-attack the fork at the end and proceed north. Take the elevator down to the next floor, and then switch to Guy's group.

2 **Guy's Party:** Follow the path, taking the warp pads whenever you see them. When you come to a fork in the road containing two warps, take the north warp to find a Treat. Continue downward until you find a door, and then enter it and proceed through the second door. As you come to the second set of teleportation pads, take the south pad to find a War Hammer along the way. Proceed through the door at the end. Follow the path until you spot an enemy chilling out near a bridge with a gap near its edge. Defeat the enemy and push it through the west gap. Then switch to Jade's party.

3 **Jade's Party:** Grab the item box to the right of your location, and then proceed through the west door. Follow the path until you reach a Save Point and a Carmine Chamber. Follow the path, ignoring the nearby door you come to. You should reach another enemy who turns into a box after it's defeated. Push him off the nearby opening, and then switch to Luke.

4 **Luke's Party:** Move to the south end of the platform and travel down the west walkway. Light the candle at the end, and then proceed down the east walkway. Hit the fork at the end to open up a new path for Jade. Then go north again and head to the box Jade pushed down on the west side of the seesaw platform. Use Meiu's attack to break the box. Then switch back to Jade.



5 **Jade's Party:** Enter the newly opened gate, grabbing the Pine Gel in the opposite gate along the way. When you come to another warp room with a fork in the road, take the south route to obtain a Strike Eagle, and then backtrack to the north warp. Follow the path all the way until the block that Guy pushed over the ledge above you. Grab it, shove it over the west edge, and then switch back to Luke.

6 **Luke's Party:** Take the south elevator. Meiu-attack the fork to the east of your location. Then hop over to the seesaw and destroy the block Jade pushed over the ledge. Switch to Guy's party.

7 **Guy's Party:** Defeat the nearby enemy yet again, and push it down the opening to the east of your location. Switch over to Luke's group again.

8 **Luke's Party:** Travel left and hit another fork with Meiu's attack. Now that the doors to the center platform are open, switch over to both Guy and Jade's groups and have them meet up. Then defeat the gray enemy at the bottom of the circular platform to remove the blue flames to the south of your location. Switch over to Luke and move through the new doorway to reform your party.

VAN

Enemy Statistics

Level	48
HP	132000
TP	500
EXP	15000
Gold	30000
ATK	682
DEF	700
Fonic ATK	386
Fonic DEF	561
Elemental Weakness	None
Elemental Resistance	None
Item	Force Ring(100%)

Van has no resistance to spells, so casters such as Jade, Tear, and Anise are very useful during this fight. It's too risky to get close to Van, who's sporting a myriad of close-range attacks that can eradicate your Hit Points with relative ease. Use spells from afar to create openings for combos. Use Luke to distract Van by Free Running around his close-range maneuvers. If Van gets stunned by a spell, run in and take advantage of the opening to land a combination. Pay no attention to his spell abilities; they're relatively weak. Evade them using Free Run, and pummel him in the back while he's recovering.

PART 5

Sub Event Mayhem

At this point in the game many different additional Sub Events can be completed. They aren't necessary to proceed through the main storyline, but they often yield additional items and story elements. It's worth taking the time to do them for the sake of fun and completion. With that in mind, pay very close attention to the Sub Event sections and use them in combination with the objective checklists. Many Sub Events are only covered in the Chapter 5 (Important Sub Events) because of their size, so refer back to that section if you're pointed that direction.

BATICUL, SHERIDAN, YULIA CITY, DAATH, AND FALLEN ST. BINAH

Conversation List

Conversation Name	How to Start
One Month Later...	Enter a different map after viewing the event in the Drawing Room
What Is Everyone Up To?	After receiving the letters from Ramdas at the front door
Mieu's Name?	A while after receiving the letters from Ramdas
Let's Go to Yulia City	Borrow the Albiore at Sheridan
Let's See Tear	Enter a different map after hearing story from Teodoro
Tear Hasn't Changed at All	A while after reuniting with Tear
How Has Anise Been?	Reunite with Tear and a while after exiting to the Field
Cheerful Anise	After talking to Anise at Daath
An Overworked Guy	Reunite with Guy at Daath

Conversation Name	How to Start
Luke's Feelings	Enter a different map after hearing Elder McGovern's story
The Result of the Bet	A while after hearing Elder McGovern's story
The Six God-Generals, Alive	Meet Legretta and Asch at Shurrey Hill
What We Can Do, What We Must Do	A while after witnessing Frings' death
Van's Alive?!	Converse with Peony about the "Key of Lorelei"
Education Is Important	Exit to the Field after reuniting with Anise
Anise, Confused	Reunite with Anise and a while after exiting to the Field
A World Without the Score	Reunite with Natalia at Baticul
Where is the Key of Lorelei?	Exit to the Field after reuniting with Natalia

OBJECTIVE CHECKLIST

1 Make your way to the Drawing Room. Speak to any of the people at the dining room table to receive the "Lost Child" Title. Move to the next room over and speak to Ramdas to obtain a few letters from your old friends. When ready, head down to the Baticul harbor and take the fairy to Sheridan.

2 Go to the Sheridan meeting hall. After Noelle affectionately says, "Hello," take care of Sub Event 77 then leave town to hop on board the Albiore once again.

3 Travel to Yulia City. Enter Tear's bedroom and head to the flower garden behind it to find her. When finished, board the Albiore again then go to Daath.

4 Anise greets you upon entering Daath. Travel to the Cathedral afterwards. Climb up to Ion's chamber afterwards and speak with him. When all is done, leave Daath and board the Albiore yet again.

5 Sub Event 79 is now open, so go check it out if you're looking to gain another piece of equipment. After that, make your way to Fallen St. Binah. Walk up to Elder McGovern to find out about Asch's whereabouts. Take care of Sub Event 80 then continue to Shurrey Hill afterwards. Travel inside to initiate a scene, then exit out and go back to St. Binah. You'll end up in Grand Chokmah, so head to the audience room for another cinematic.

6 Leave Grand Chokmah through the front entrance. Advance to Baticul and head to the front gates of the castle.

Sub Event 76: Jozette & Aslan (3 of 5)

A cinematic occurs automatically as you enter the harbor. Cecille explains that she's received permission to marry Aslan.

Sub Event 77: Barrel Smash

While in Sheridan, speak to the man on the east side of town. You can play another mini game for 1000 Gald. Use Mieu's attack to break the barrels in the ring. Obtain as many items as possible before time runs out.

Sub Event 78: Kitty

Travel to the 3rd floor of Keterburg hotel. Speak to the orange boy dressed as a cat. The enemies in question are the Behemoth, Sandworm, and Replicantis. Unfortunately, the Replicantis can only be fought in the Replica Facility labeled "The Abyss", which is only accessible during your second play through. The Sandworm is fought during the "Refined Flightstone" Sub Event. Completing this quest obtains the "Monster Collector" Title for Tear.

Sub Event 79: Blacksmith (3 of 3)

After Guy rejoins your group, go to Sheridan. Speak to the Blacksmith again to create another item. Keep in mind that both the Fullmetal Edge and Golden Armor are needed to complete the collector's book, so you'll need to play through the game twice to get both items.

Item List

Menu Choice	Item Mode
1st Choice	Full Metal Edge
2nd Choice	Full Metal Fang
3rd Choice	Golden Armor

Sub Event 80: Onion Soup

While in Fallen St. Binah, enter the town Inn. Check the bed next to Glenn McGovern to find the recipe for Onion Soup!

Sub Event 81: Lawman

Travel to Chesedonia after speaking to Emperor Peony. After making a level 3 item or higher, speak to Din inside his shop. Jade will receive the "Lawman" Title.

Sub Event 82: Mushroom Road

Enter Duke Fabre's mansion after speaking with King Ingobert. Luke's mother is sick and needs a special medicine that can only be made from Death Cap Mushrooms. To get them, you must travel to Mushroom Road, a hidden dungeon found within a river that runs north from Kaitzur. Refer to the Chapter 5 (Important Sub Events) for maps and a detailed description of the quest.

Sub Event 83: Guy's Blade (2 of 3)

After talking with King Ingobert, enter Duke Fabre's mansion. Speak with Pere, who's standing on front of the sword that's at the entrance to the mansion.

Sub Event 84: Town Formation

Go to Guy and Pere's room in Duke Fabre's mansion. Check the book on the shelf in the west side of the room for a short history lesson about Baticul.

Sub Event 85: Berserk

Obtain 256 encounters in Hard Mode. Now enter the coliseum. Travel through the east corridor then go through the northern door to enter the audience stands. Speak to the man standing on the platform to receive the "Berserk" Title for Luke.

Sub Event 86: Jozette & Aslan (4 of 5)

Walk down to Baticul's harbor again. Cecille has received news of Aslan's death. The party remains speechless as she strides away quietly.

Sub Event 87: Engeve's Monster Extermination

TLP	Engeve/Engeve + 500, Engeve/St. Binah + 500, Engeve/Chesedonia + 1000, Engeve/Sheridan + 500, St. Binah/Engeve + 300

Travel to Engeve and speak to Rose; she's standing near her house. She speaks of the recent monster raids on Engeve. Afterwards, talk to the people selling fruits to the west. One of them will give you a Gourmet Apple, which can be used to lure the monsters out. Speak to Rose again to start a short sequence involving seven consecutive battles. None of the enemies are difficult to defeat though, so exterminate them swiftly, then move along. You'll receive Rose's Charm for your efforts.

Sub Event 88: Nebilim (2 of 6)

Fly out to Fallen St. Binah. Speak to Elder McGovern, who mentions his past skirmishes with the woman who once held a weapon called Blood Pain. Go to the town Inn and speak to Glenn McGovern. He wants you to find his father's lost pig. Walk out to the world map and grab the pig hiding amongst the bushes just outside of town, then return to Glenn. You'll receive the Blood Pain in the end.

Sub Event 89: Deciphering Ancient Texts (2 of 5)

Chat with Elder McGovern to find out a little more about the ancient texts you received in Grand Chokmah.

Sub Event 90: Deciphering Ancient Texts (3 of 5)

Travel to Chesedonia and enter the northern Inn. Enter the middle door on the second floor and check the desk on your right. Now fly out to Keterburg. Walk near the statue in the center of the first area of town. After a short cutscene is triggered, head up to the park area on the north end of town and examine the back of the similar statue there. Finally, make your way out to Sheridan. Enter the northwestern end of town to initiate another scene that eventually leads to Jade learning the arte "Absolute".

Sub Event 91: Deciphering Ancient Texts (4 of 5)

Go to Belkend and search the cabinet in the room where you first met Spinoza. Now move out to Kaitzur Port. A man there immediately hands you another ancient stone. After you've met Asch in Grand Chokmah later in the game, make your way out to the Radiation Gate and Jade will receive the "Prism Sword" arte.

Sub Event 92: Belkend Office Room

TLP	Belkend/Chesedonia + 300, Belkend/Sheridan + 300

Enter Belkend and check out the right side of the laboratory. The boxes that used to be there are gone now. Examine the yellow machine that's nearby to cause it to drive upwards. Afterwards, go up and turn around the corner. There's a hole in the north gate above you. Use Mieu's fire to shoot through it and hit a switch on the other side. When a hole opens up in the ground, use Mieu's attack on it. Enter the door that opens to find a Chamber. You can also click on the nearby bookshelf to have it open it up, revealing a path to a room in the lab.

Sub Event 93: The Formation of Yulia City

Fly out to Yulia City. Enter Tear's home and head through the door in the back of the dining room. Check the book shelf in the room.

Sub Event 94: Ant Lion Man...? (5 of 5)

TLP	Chesedonia/Engeve + 200, Chesedonia/St. Binah + 200, Chesedonia/Chesedonia + 500, Chesedonia/Sheridan + 500, Chesedonia/Keterburg + 200

He's back and he's weirder than ever. The Ant Lion Man is in the same place he always is—in the alleyway near the armor shop in southern Chesedonia. This time he doesn't want any items though – he simply wants more ships to visit Chesedonia so more visitors give him items. After speaking to him, you'll get the recipe for Gratin.

Sub Event 95: Fonic Sight (1 of 2)

Make your way to Grand Chokmah and speak to the blonde haired man southwest of the Bar (west of the harbor). When the boy runs off, fly out to Sheridan and enter the Assembly Hall. Enter the right room on the second floor and speak with female near the stove.

Sub Event 96: Jade's Past (2 of 4)

Make your way out to Sheridan. Speak with the yellow cheagle in the meeting hall. It seems as though Dist had something to do with this creature's creation...

Sub Event 97: Rocket Tower

TLP	Sheridan/Sheridan + 100

Fly out to Sheridan and advance to the rocket tower in the northeast end of town. Take the elevator to the top of the tower and speak to the man there.

Sub Event 98: Rappig Hunt

Head to Emperor Peony's chamber in Grand Chokmah. After viewing a scene with our favorite monarch, exit out of his room and look for his missing Rappigs. Each is named after a character close to the Emperor. Jade is hiding behind the left stairwell outside of Peony's Chamber. Nephry is hiding near the window in the castle throne room. The Professor is in the far east room of the second floor of the castle. Aslan is located in the east room on the first floor. Finally, Saphir appears right outside of the room Aslan is in. Report back to Peony for your reward: Jade receives the "Emperor's Best Friend" Title.

Conversation List

Conversation Name	How to Start
The Emperor's Ideal Woman	Occurs after completing this sub event and leaving Peony's chamber.

Sub Event 99: Abyssman (Second play through only)

This Sub Event is only possible during your second play through the game. Proceed to Emperor Peony's chamber in Grand Chokmah and speak to the maid there. She'll give each and every character on your team a new Title, each of which gives them a super hero style costume!

Sub Event 100: Overcoming Fear

Enter Grand Chokmah and proceed to the bar/harbor area. Walk west within that area to trigger a scene consisting of Guy carrying an injured maid home. Now head out to Keterburg Port for another scene. When finished, head out to the Chesedonia bar and speak with the bartender to obtain Guy's "Good Spirits" Title.

Sub Event 101: Keterburg Spa

Now that you have access to the spa (via the Rappig Hunt Sub Event), go to Keterburg hotel and approach the front desk. Luke receives the "Towel Boy" Title, Anise receives the "Not a Kid" Title, Natalia receives the "Tropical Butterfly" Title, Guy receives the "Aquatic Ape" Title, Tear receives the "Rental Beauty" Title, and finally, Jade receives the "Resort King" Title. Each of these Titles changes the costume of the character to swimwear!

DAATH

Conversation List

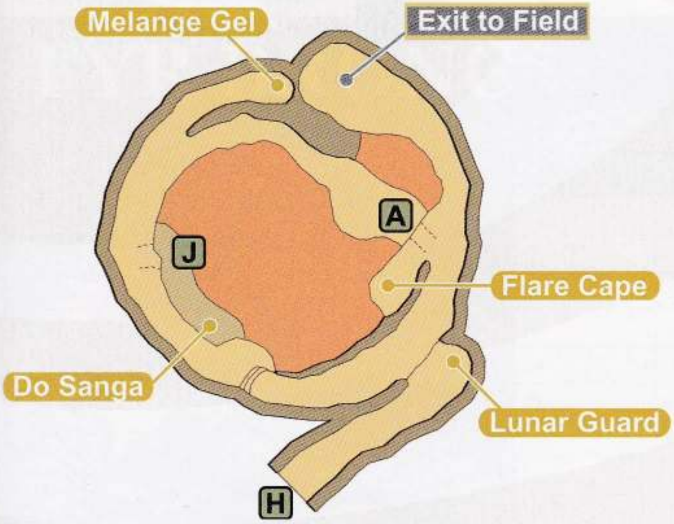
Conversation Name	How to Start
The Miasma	After receiving the news that the Miasma is spreading
Legretta's Attack	After being attacked by Legretta

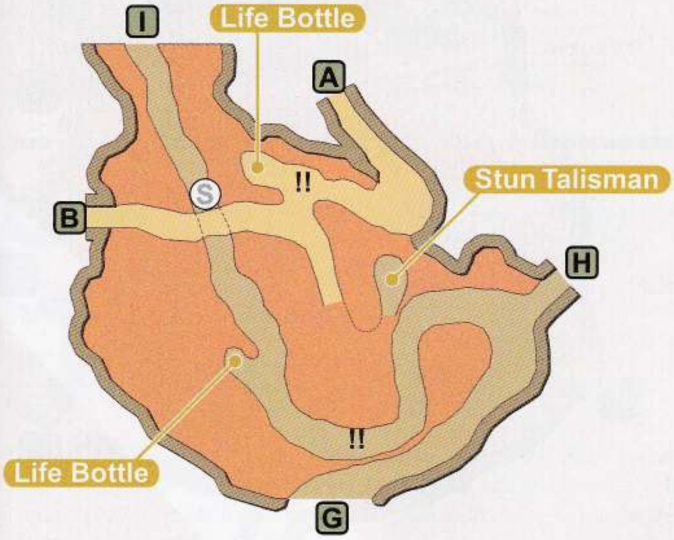
Conversation Name	How to Start
Betrayed by Anise	After Anise betrays the party
The Replica Soldiers	After encountering replica soldiers

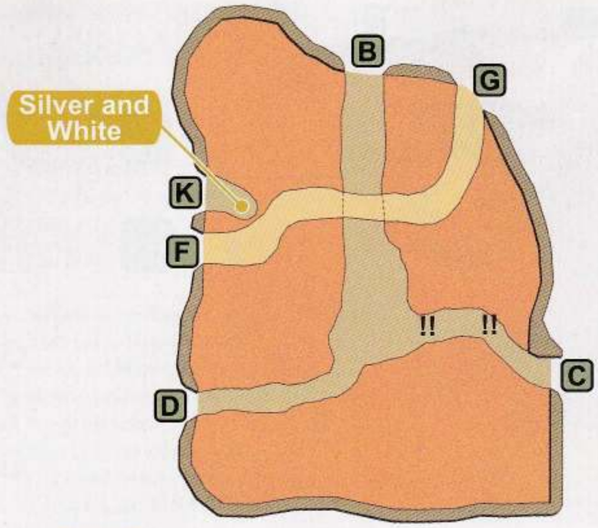
OBJECTIVE CHECKLIST

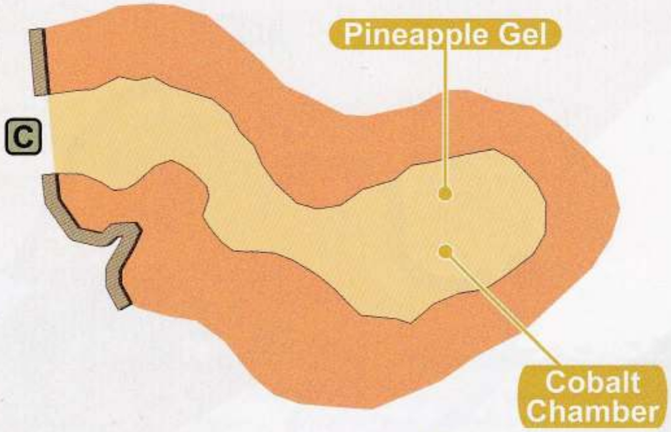
1 Enter Daath and make your way up to the Cathedral. After a few scenes, backtrack out. Another scene initiates that requires you to chase Anise to a hidden Library. Go through the northeast door and follow the path to the library. Anise receives the "Spy" Title then runs away. Leave Daath, then hop aboard the Abliore to make your way to Mt. Zaleho.

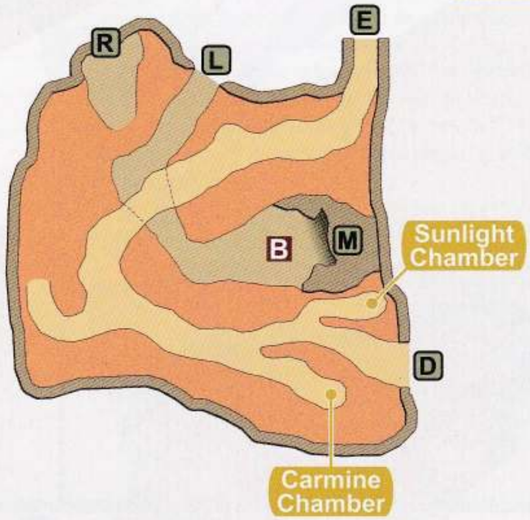
MT. ZALEHO

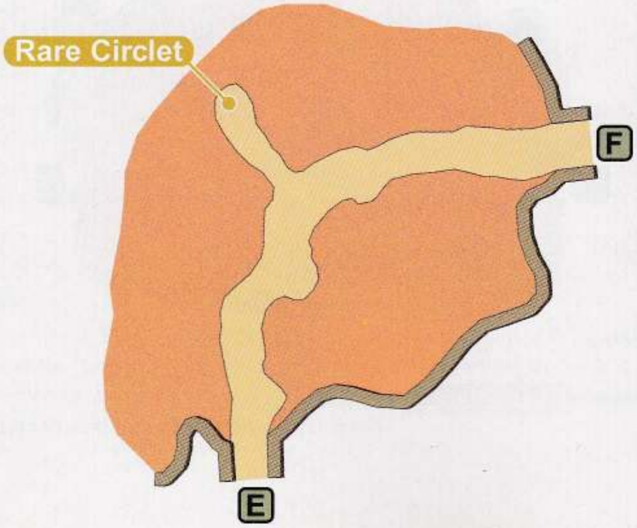


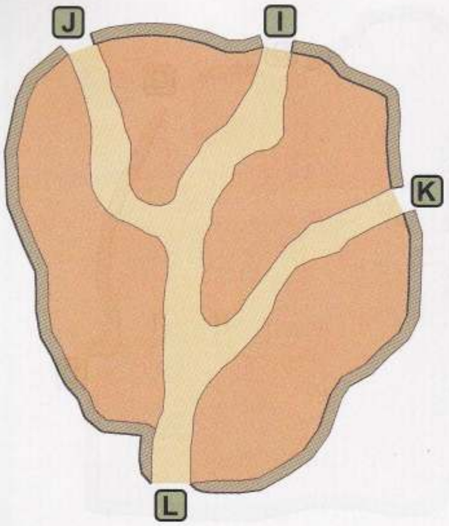








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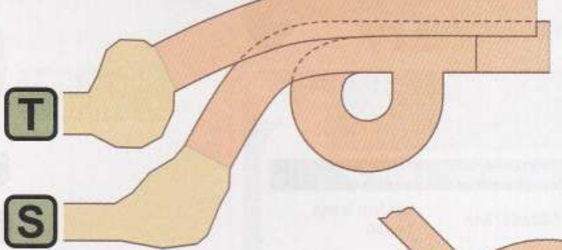
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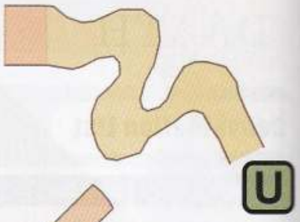
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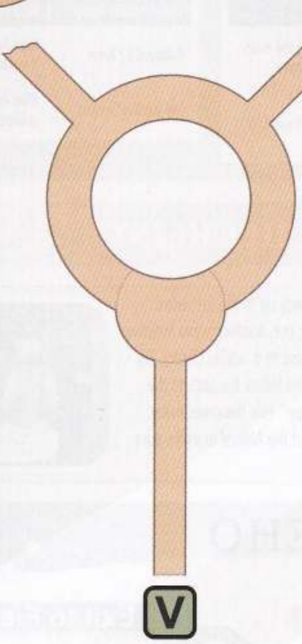
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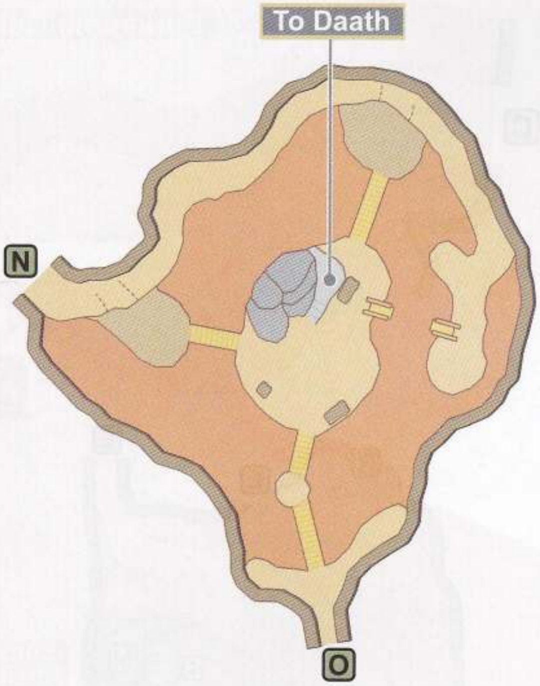
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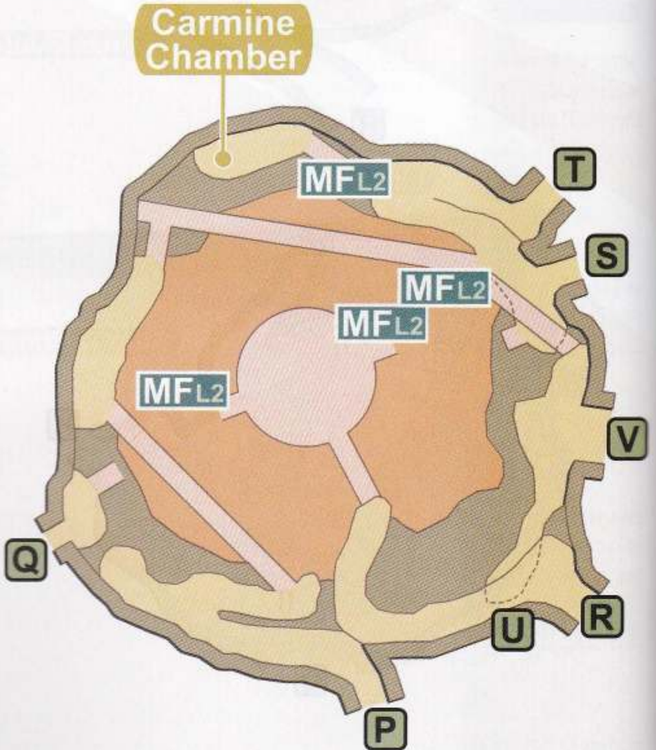
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Conversation List

Conversation Name	How to Start
The Threatening Lava	A while after entering Zaleho Mountain
Keeping Cool	A while after seeing the Dragon
Mt. Zaleho / Fyr Bronc	Entire party KO'ed in battle with Fyr Bronc
The Planet Score	A while after defeating Fyr Bronc
Thinking of Anise	After clearing Zaleho Mountain, while searching for Anise go to the large hall of the church in Daath
Regret	Clear Zaleho Mountain, reunite with Anise
Ion's Death...	Clear Zaleho Mountain, reunite with Anise and exit the church
Ion's Legacy	Clear Zaleho Mountain, reunite with Anise and head to the entrance of Daath
Two Different People	Clear Zaleho Mountain, reunite with Anise and exit to the Field

Item List

Name
Flare Cape
Lunar Guard
Do Sanga
Melange Gel
Life Bottle
Stun Talisman
Life Bottle
Silver and White
Cobalt Chamber
Pineapple Gel
Sunlight Chamber
Carmine Chamber
Rare Circlet
Flamberge
Special Gel
Carmine Chamber

OBJECTIVE CHECKLIST

1. Solar flares arc over many of the bridges in this area. Don't touch the flares! They inflict massive damage to your entire party. Avoid flares by walking on the bridge in-between its bursts.

2. Similar to the solar flares, lava invades paths that are a little lower to the ground than normal. The lava rises and falls at fixed intervals, so run through the path as its lowering. Some items can only be obtained by walking through lava momentarily though, so you may have no choice but to take some damage if you want the item. Keep in mind, however, that lava cannot kill your party; it'll only drop their life to 1 Hit Point.

FYR BRONC

Enemy Statistics

Level	53
HP	95000
TP	600
EXP	16000
Gold	28000
ATK	810
DEF	978
Fonic ATK	467
Fonic DEF	704
Elemental Weakness	Water 1.25
Elemental Resistance	Earth 0.75, Fire 0.5
Items	Ruby(100%), Red Savory(100%), Livavius Ore(Steal 20%)

Use the arte menu to shutdown your party's Fire and Earth spells; the Fyr Bronc is resistant to them. Ice and water-based spells are the key to this match. Other weapons like Luke's Vorpal Sword are particularly effective here too. Swoop behind him and attack its back with a combo. Link together spells to keep the combination going for as long as possible. If you see him fly into the air, use Free Run to quickly make a retreat to avoid the incoming shockwave (which he emits just as he touches the ground). Be cautious of his tail attack; it deals massive damage to any character it hits, regardless of whether they're defending or not.

Sub Event 102: Natalia's New Technique (2 of 2)

Enter the Daath port to witness a scene between Goldberg and Natalia's bow instructor. Natalia receives the Healing Force spell when it's finished.

Sub Event 103: Mieu Fire 2

More of a heads up than anything else, it's now possible to obtain Mieu's upgraded Mieu Fire. It's highly recommended that you do this now in order to obtain a few of the upcoming Sub Events and items. For more information on this event, look to Chapter 5 (Important Sub Events).

Sub Event 104: Nebilim (3 of 6)

Return to the old Abandoned Factory in Baticul. In the first zone, make your way up to the northeast corner of the screen and use Mieu's wing to get up to the elevated ladder. When there, use Mieu Fire 2 on the switch to your left. Now return back to Baticul to find a new lift nearby. Take the lift to find a Sunlight Chamber and the "Holy Quelquatl".

Sub Event 105: Adventurous Princess

When you've found all 29 search points in the area, enter Din's shop in Chesedonia. Equip the "Curious Princess" Title and make her the onscreen character. Speak to Din and Natalia receives the "Adventurous Princess" Title, which increases your chances of obtaining an item of value at a search point by 80%!

BELKEND, MT. RONEAL & BATICUL

Conversation List

Conversation Name	How to Start
Replicas and their originals	Witness a person in Belkend that suddenly dies
Emotional Pain	Stay at the Inn after witnessing the person who suddenly dies
Jade's Sense of Curiosity	Witness the person who dies suddenly, a while after exiting to the Field
After Asch!	Hear where Asch is headed to from Spinoza
The Value of Life	After hearing from Jade about how to dissipate the Miasma, stay at the Inn
The Cost of Eliminating the Miasma	After hearing from Jade about how to dissipate the Miasma, exit to the Field
The Sword of Lorelei	Enter a different map after meeting the Dark Wings
Natalia's Birthday	Enter a different map after picking up "Locket" at Mt. Roneal

Conversation Name	How to Start
Luke Overdoing Things	A while after Luke meets Asch
Revenge for Ion!	After the party decides to go find Mohs
The Past and the Present	Mohs turns into a monster and escapes
Connected by Blood	Party discovers that Natalia is Largo's daughter
Natalia's Future Husband?	A while after reuniting with Natalia
The Score's Power, The People's Desire	Reunite with Natalia and Anise
A Fake Ion	Reunite with Natalia and Anise, enter a different map
Playing Catch-Up?	Reunite with Natalia and Anise, a while after exiting to the Field
Something Big Moving in the Sea…	Hear from Teodoro about the large moving object in the ocean

OBJECTIVE CHECKLIST

1. Travel to Belkend. Speak to Spinoza in the research institute, who mentions Asch has been by.

2. Now head to Mt. Roneal and make your way to the Sephiroth inside. After a myriad of cutscenes involving Asch and the Dark Wings, leave the dungeon and fly out to Baticul.

3. While in Baticul, go to the harbor. Dist mutates Mohs into a new being just before the both of them make a retreat. Afterwards, proceed to the castle to obtain Natalia's "Popular Princess" Title.

4. Advance to Chesedonia. Go to Astor's mansion and talk to him. Afterwards, head to the northern Inn to find Anise and Natalia. Jump on the Albiore and fly out to Yulia City.

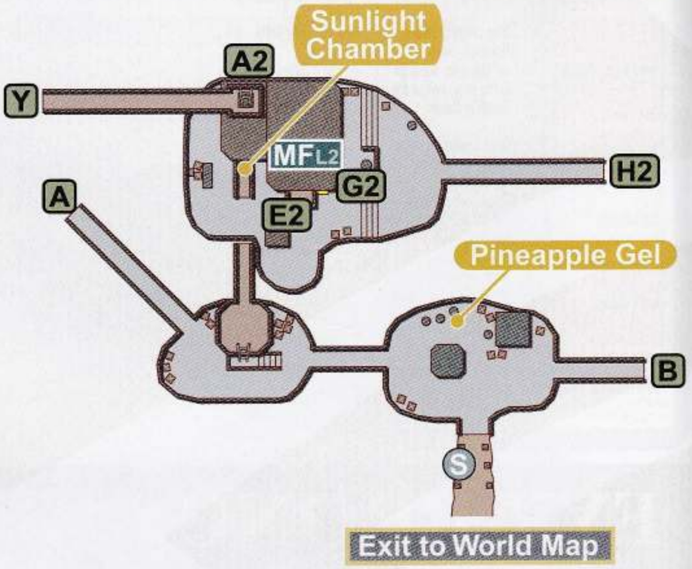
Sub Event 106: Fonic Sight (2 of 2)

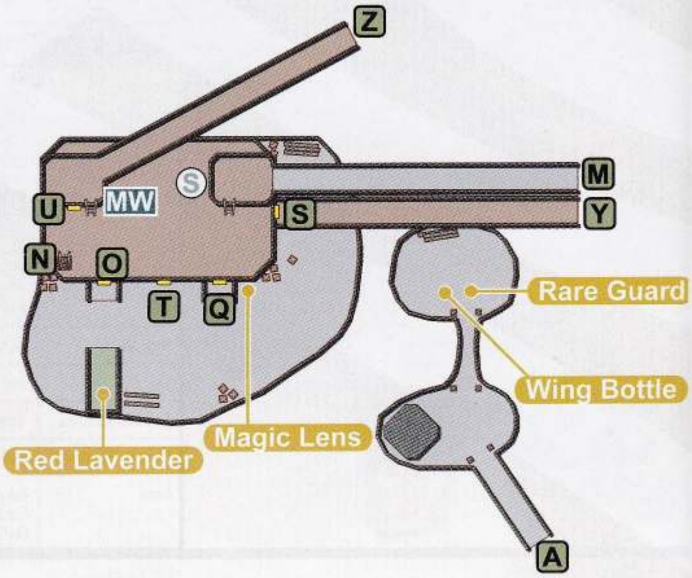
Within Grand Chokmah, enter the area with the bar in it. Proceed to the next screen over to the west to find Jade's "pupil" attempting to perform the arte forbidden to him. Jade receives the "Soft Meanie" Title when it's over.

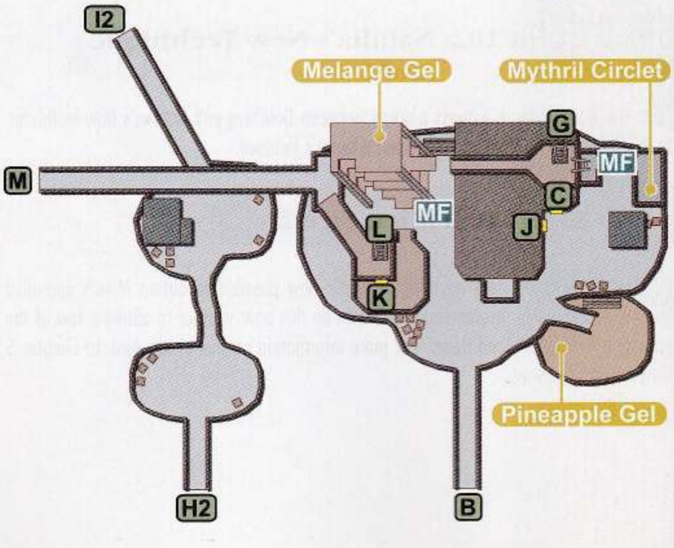
Sub Event 107: Pilgrimage

Proceed to Daath and enter the second screen (the area just outside of the chapel). Examine the east monument to be offered the choice to proceed on a pilgrimage. Selecting Tear results in a lengthy cutscene with no reward. Picking Anise, however, enables her to earn her "Grown-up Child" Title.

FERES ISLAND







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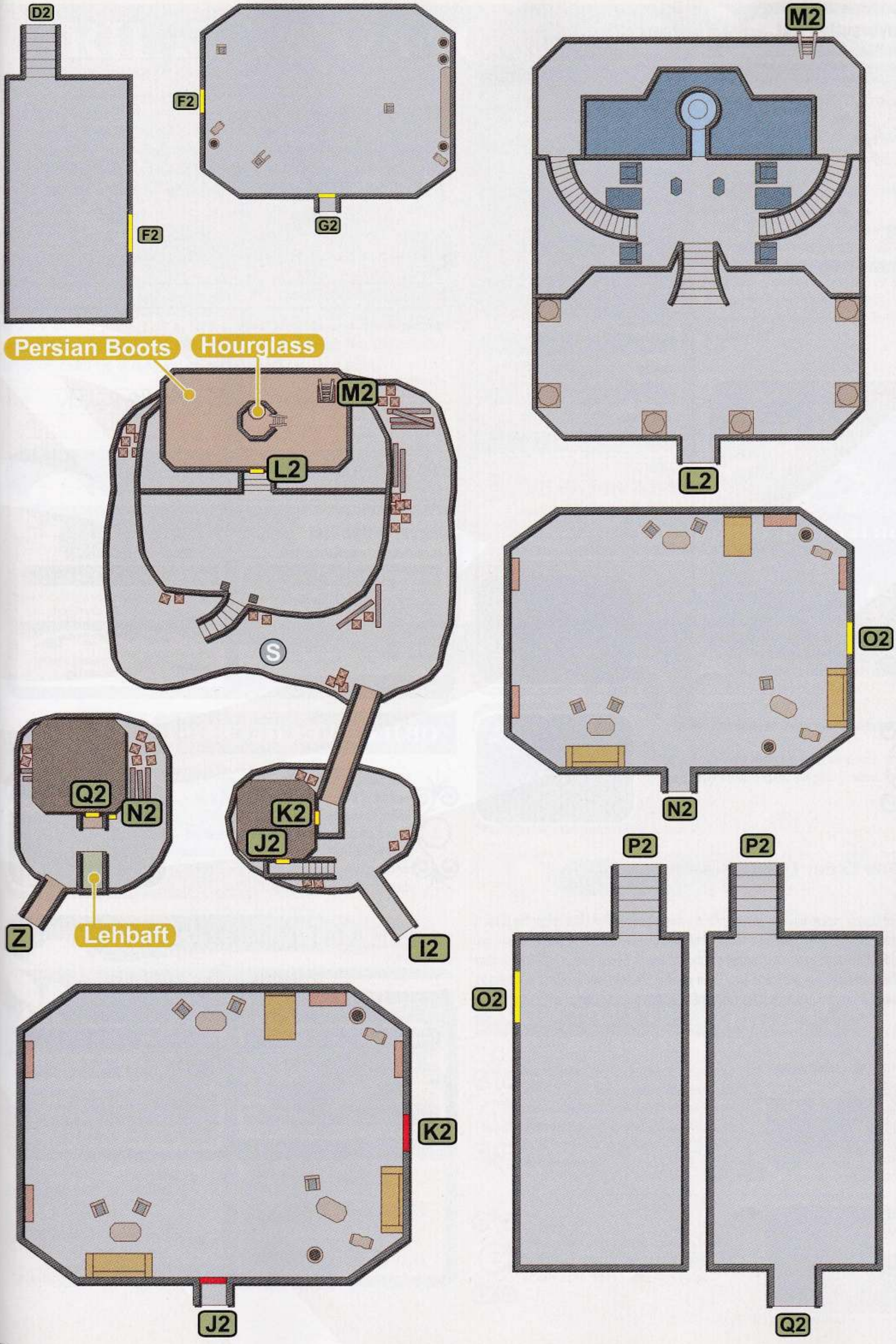
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Conversation List

Conversation Name	How to Start
The Isle of Feres	A while after entering Feres Island
Where Are We, Anyway?	A while after entering the map with Arietta on Feres Island
Arietta's Childhood	A while after meeting Arietta, stay on map
Floating Replica of Hod	After realizing that the risen Hod cannot be approached

Item List

Name
Sunlight Chamber
Pineapple Gel
Melange Gel
Mithril Circlet
Pineapple Gel
Red Lavender
Magic Lens
Wing Bottle
Rare Guard
Schwarzvogel
Apple Gel
Apple Gel
Reverse Doll
Persian Boots
Hourglass
Lebhaft

OBJECTIVE CHECKLIST

1 The layout to this area may seem quite confusing, but the majority of the puzzles here are solved with Mieu Fire 1 & 2. Use both abilities to hit any switches that might be out of reach.

2 A few of the indoor rooms have false floors. They're broken by using Mieu Attack or Mieu Wing on them.

Sub Event 108: Obsession (3 of 3)

Sword Dancer makes another appearance in Feres Island. To fight him, enter the fomicry lab near the end of the area for a second time then proceed outside. A sword appears just outside of the door; examine it to start the match. Handle Sword Dancer just like you have the last two times you dealt with him. Upon winning the fight, you receive the Ultimatus, a powerful sword that's perfect for Luke or Guy at this point in the game.

Sub Event 109: Engeve Farm

TLP	Engeve/Engeve + 300, Engeve/St. Binah + 500, St. Binah/Engeve + 500, St. Binah/St. Binah + 300

Enter Engeve from the west entrance. Speak to the farmer working in the nearby field. He's in need of a particular set of seeds. Now head to the rear entrance of Rose's house. Talk to the man inside to find the names of the seeds; the Lanakear (search point #22) and the Phen (search point #19) seeds. When you have them, fly back to Engeve. Speak to the man at the back of Rose's house then talk to the farmer in the west side of town for your prize – Guy's "Hard Worker" Title.

Sub Event 110: Luke Bridge

TLP	Sheridan/Sheridan + 300, Belkend/Sheridan + 1000

Make your way to Sheridan and speak to Aston in the assembly hall. He wants to build a bridge from Sheridan to Belkend. He needs a lot of money to do it though. Donate 1,000,000 Gald, then the rest at the Inn five times to get Luke's "Financial Investor" Title.

GRAND CHOKMAH

Conversation List

Conversation Name	How to Start
Continuing Ion's Work	After hearing Mohs' voice in Grand Chokmah
The Power of Hyperresonance	After talking to Peony about the quasi-hyperresonance
Solidarity	Exit the Audience Hall after talking to Peony about the quasi-hyperresonance
For Arietta	After hearing about the duel from Largo

OBJECTIVE CHECKLIST

1 Head over to the Malkuth Military Headquarters on the west side of town. Speak to Sesemann, who's in the Briefing Room in the back of the base. When that's finished, proceed to Emperor Peony's thrown room and speak to him. Leave the castle to initiate a conversation with Largo, who gives you the time and place for the duel with Arietta; Cheagle Woods.

CHEAGLE WOODS

Conversation List

Conversation Name	How to Start
Memories of Ion	Before the duel with Arietta
Crossed Wires	Wander for a while before the duel with Arietta
Cheagle Woods / Arietta	Entire party is KO'ed in battle with Arietta
Causes to Die For	Defeat Arietta
Let Her Be	Exit to the Field after defeating Arietta

ARIETTA & GANG

Arietta Statistics

Level	50
HP	25000
TP	100
EXP	7000
Gald	12000
ATK	317
DEF	859
Fonic ATK	400
Fonic DEF	956
Elemental Weakness	None
Elemental Resistance	None
Items	Blue Sephira(100%), Doll Of Rare Genius(Steal 50%)

Liger Statistics

Level	52
HP	38000
TP	100
EXP	6000
Gald	12000
ATK	411
DEF	946
Fonic ATK	309
Fonic DEF	843
Elemental Weakness	None
Elemental Resistance	Wind*0.75
Item	None

Hresvelgr Statistics

Level	52
HP	36000
TP	100
EXP	6000
Gald	12000
ATK	401
DEF	962
Fonic ATK	300
Fonic DEF	853
Elemental Weakness	Fire 1.25
Elemental Resistance	Water 0.75
Items	Moon Stone(100%), Red Camomile(100%)

Just as before, Arietta is holding on to a rare item that can't be obtained anywhere else. To get it, you're going to need to equip the steal ability on an arte using a Grass Chamber. Luke's Raging Blast or Guy's Void Tempest are good choices in that regards.

When it comes to the fight itself, you've fought against her many times, but concentrate on the Liger first. The Hresvelger is the least of your troubles, so save him for last. You'll need a little time to steal Arietta's item from her, which might be difficult since Anise is rushing her down. Since that's the case, you may opt to try and steal the item first before defeating any of the other enemies, though that may be difficult to accomplish.

YULIA CITY & BATICUL

Conversation List

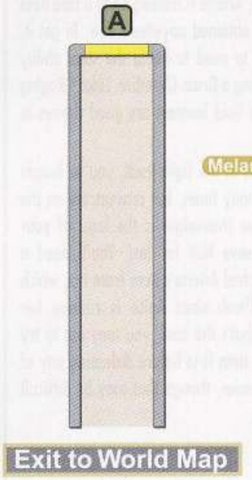
Conversation Name	How to Start
Replicas	Hear about the Replicas at Yulia City
The People's Unease	Enter a different map after witnessing the unrest
Like Father, Like Daughter?	Speak to Ingobert about a Conference for the Score

Conversation Name	How to Start
Asch Again	Talk to Asch about meeting at the mansion
What Do You Want to Do?	Meet up with Asch
Unending Troubles	Meet up with Jade and Natalia
Stop Asch!	Hear about Asch's diversion from Spinoza

OBJECTIVE CHECKLIST

1. Walk to Teodoro's office. He agrees to appear at the summit in Daath. You're warped to Baticul afterwards. Take the elevator to the northeast for a cutscene then continue to the castle to speak with Ingobert. When the discussion ends, go to Ingobert's chamber for an additional cinematic.

2. Travel to Duke Fabre's mansion to meet Asch. After the discussion about the Key of Lorelei, head over to Suzanne's room. When finished, leave Baticul.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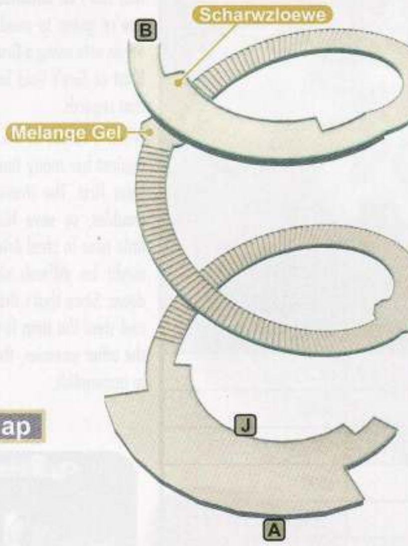
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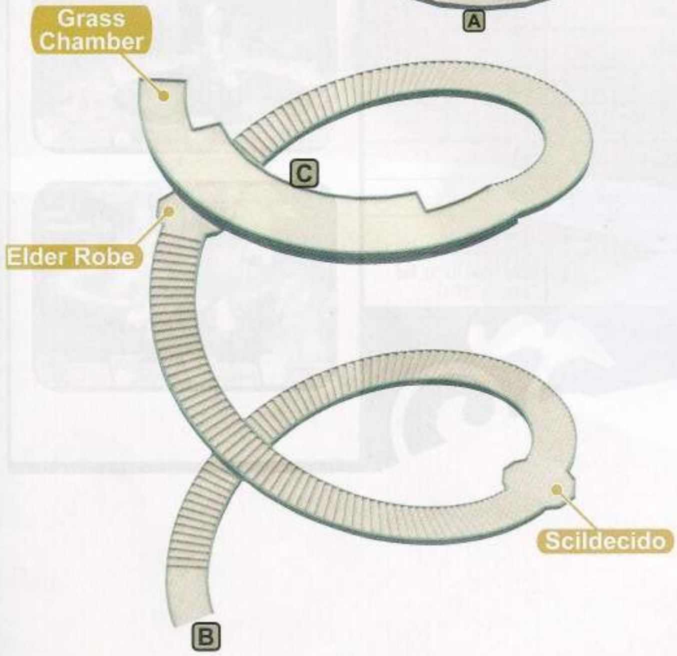
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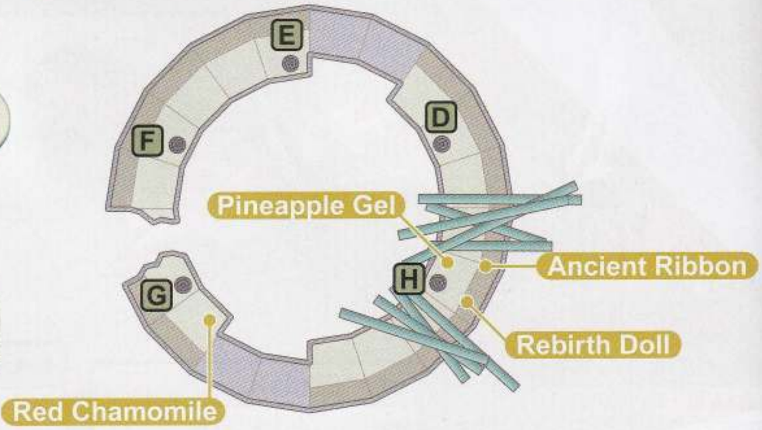
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Red Chamomile

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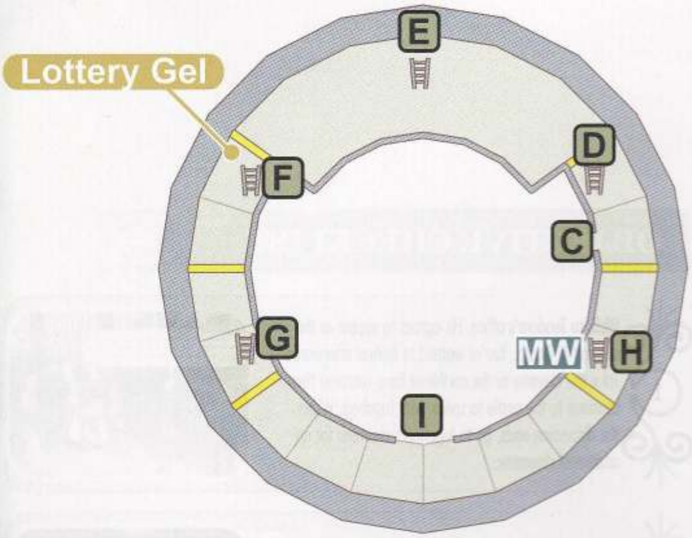
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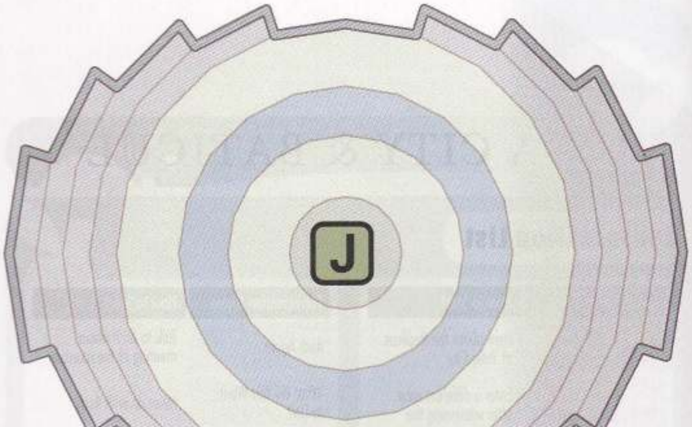
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Conversation List

Conversation Name	How to Start
Rushing Headlong	A while after running into York and Urushi
If There's One that Stands Out	A while after it was made clear that the party needs to take the energy orbs from the Golems
Why Is Asch Rushing?	Destroy the glass on the elevator
Tower of Rem / Kaiser Dist XX	Entire party is KO'ed in battle with Dist
Farewell, Dist	Exit to the Field after defeating Dist

Item List

Name
Melange Gel
Schwarzloewe
Glass Chamber
Elder Robe
Scildecido
Lottery Gel
Red Camomile
Pineapple Gel
Ancient Ribbon
Reverse Doll
Longinus

OBJECTIVE CHECKLIST

1 Walk up the left staircase and continue to climb it until you eventually find an elevator. Take it to reach the next floor up.

2 After you've taken the elevator up you should notice a lever sticking out of the ground to your left. Examine it to open the east and west doors. Go west and use Mieu's Wing to reach the elevated ladder and score a few items. The remainder of this area consists of using the nearby ladders to climb over the closed doors and enter areas you can't from the floor below. When you find more levers to examine, do so to open more doors until you find a second elevator. Take the elevator to the next floor when you get to it.

3 When you're on the top floor, save your game and continue to follow the path. After you gain the Rem Capacitor, go back to the previous floor. Your objective at this point is to battle the glowing enemies on this floor and use the Rem Capacitor in-battle on an enemy. When the battle is won, any of the blue enemies you defeat will charge the capacitor by 20%. Defeating the enemy with the red light charges the device up to 120%. You only need to charge the device to 100% to move on; however, to obtain the Longinus, it must be charged to 120%. Doing so makes the machine to break more of the glass within the area, causing the Longinus spear to fall nearby (signified by a red glow below your location). With that said, the golem with the red energy light tends to run away from you. To catch up to him, close one of the doors in the area so that he can't continue to circle around the platform.

KAISER DIST XX

Enemy Statistics

Level	54
HP	110000
TP	600
EXP	20000
Gald	32000
ATK	703
DEF	1104
Fonic ATK	385
Fonic DEF	861
Elemental Weakness	None
Elemental Resistance	None
Item	Dice(100%)

Defeating Kaiser Dist XX is similar to the other two incarnations of this beast, the only difference being it doesn't have a weakness to water-based attacks this time around. Free Run around it and attack it from behind. Most of its attacks are fairly linear, so Free Run should avoid the majority of its offense capabilities. The only exception is a spinning maneuver that pummels everything surrounding it. The starting animation to this attack is noticeable though, so back away from him when you see him wind up for the attack.

DAATH, TOWER OF REM, AND BELKEND

Conversation List

Conversation Name	How to Start
My Worth, My Desire	After Luke makes the conviction to die
A Fate of Death	Jade sees through Luke's lie
The Jewel of Lorelei	Enter a different map after Jade sees through Luke's lie
A Great Sacrifice	Exit to the Field after Jade sees through Luke's lie
The Joy of Life	A while after exiting to the Field (after Jade sees through Luke's lie)

OBJECTIVE CHECKLIST

1 Travel to the Chapel in Daath. The summit begins. When it finishes, leave the chapel and take the west corridor. When you reach the library, speak to Tear in the north end of the room. Leave Daath and fly out to the Tower of Rem when the discussion finishes.

2 Use the elevator at the entrance of the Tower of Rem to make your way to the top. When you get there, a long cinematic is triggered and ends with you in Belkend. After Luke lies to his companions about his health, Jade calls him on his lie, receiving the "Insightful One" Title.

Sub Event 111: Jozette & Aslan (5 of 5)

Return to the Tower of Rem. Cecille is waiting at the bottom of the main elevator. You'll end up in Baticul after the scene ends, with Guy obtaining the "Dashing Gent" Title.

Sub Event 112: Tear's Fonic Hymn (2 of 2)

Move out to Daath and enter Ion's chamber. Ion's funeral takes place, revealing a new song from Tear. She learns the Judgment fonic arte in the end.

BATICUL

Conversation List

Conversation Name	How to Start
The Cruel Truth	After Tear finds out about Luke's condition
After Natalia	Natalia finds out that Largo is her father

Conversation Name	How to Start
Largo's Life	After Natalia decides that she will go along even though Largo is her father

OBJECTIVE CHECKLIST

1 Enter Duke Fabre's mansion. After a lengthy cutscene involving Tear, proceed to the Drawing Room. When finished, run to the harbor to catch Largo before he leaves.

Sub Event 113: Viscount

Speak to Ramdas in Duke Fabre's mansion. Luke undergoes a ceremony that makes him a noble, earning him the Title of "Viscount".

Sub Event 114: Largo

Speak to King Ingobert in his chamber. He asks you to go to Chesedonia and speak to Natalia's nanny, who is currently in the southwest room of Astor's mansion. Speak to her and an additional cutscene will occur after defeating Largo later in the game.

Sub Event 115: Doctor Jade

Make a stop at Belkend. Move to the laboratory and take the following corridors; north, north, then west. Once inside a humorous cutscene involving Jade's medical technique initiates. Afterwards, Jade will receive the "Doctor Mambo" Title, which changes his costume to a doctor's outfit!

Conversation List

Conversation Name	How to Start
In Case It Comes In Useful Someday...	[Doctor Jade] When Jade examines Luke
As a Soldier...	[Doctor Jade] When Jade examines Tear
The Sleeping...?	[Doctor Jade] When Jade examines Anise
Enemy? Ally?	[Doctor Jade] When Jade examines Guy

YULIA CITY

Conversation List

Conversation Name	How to Start
Thinking of Tear	After Tear tries to cheer up Natalia
The Final Confrontation	After it's been decided that the party is going to the Absorption Gate

Conversation Name	How to Start
A World Without the Planet Storm?	After it's been decided that the party is going to the Absorption Gate, exit to the Field

OBJECTIVE CHECKLIST

1 Take care of the single Sub Event here then proceed into the conference room (where Teodoro usually resides). The group disperses when the meeting finishes. Look around town and speak to them. To proceed to the next phase, go to the second floor of Tear's room. After the cutscene, speak to Teodoro once again. Head out for the Absorption Gate when you're ready.

Sub Event 116: Luke's Resolve

When you first enter Yulia City, proceed to the flower garden on the second floor of her bedroom. Luke reflects on the past and what it means to change.

ABSORPTION GATE

Conversation List

Conversation Name	How to Start
Absorption Gate / Largo	Entire party is KO'ed in battle with Largo
Largo's Death, Natalia's Feelings	Enter a different map after defeating Largo
Van Returns	Seal the Absorption Gate
Mohs' Fate	Exit to the Field after sealing the Absorption Gate

OBJECTIVE CHECKLIST

1 Advance all the way down to the area where you fought Van. On the way, be sure to collect some of the items that you couldn't get before (because of the red and blue flames blocking your path). Speaking of which, two new monuments can be reached just behind the first warp you come to. Place fonons in both of them to activate the warps and obtain new items. You need the Green Fonon to activate the left warp, so input the Red, Blue, and then Yellow Fonons into the right warp first. After it's activated, take the warp down to find two item boxes and the Green Fonon you need. With that taken care of, grab another Blue and Red Fonon and activate the left warp to find two more items ripe for the picking.

LARGO

Enemy Statistics	
Level	56
HP	140000
TP	100
EXP	23000
Gald	35000
ATK	768
DEF	769
Fonic ATK	201
Fonic DEF	593
Elemental Weakness	None
Elemental Resistance	Earth 0.75, Fire 0.5
Item	Black Onyx(100%)

Largo's final form is not much different from his previous incarnations. He's big and powerful, but his attacks are extremely slow and easy to evade. Because of this, Free Run eats this guy alive. Run circles around him until you see an opening then attack him. Continue any combos you start for as long as possible using group-based attack patterns. Back up offensive characters like Guy aren't needed, so bring Anise, Jade, and Tear with you (deactivate their earth and fire spells, which Largo resists). Use them to apply support spells while you're using Luke to distract Largo's attention.

DAATH

OBJECTIVE CHECKLIST

1 Enter the Chapel. Anise drops off her new friend Florian. After that's done, initiate the Sub Event here then continue on to the Radiation Gate.

Sub Event 117: Stew

After dropping Florian off in Daath, stop by Ion's chamber. Florian is there asking Anise to make a special recipe. When the scene is finished, you'll receive the recipe for Stew. Keep in mind that this Sub event does not unlock unless you've obtained the All-Purpose Knife.

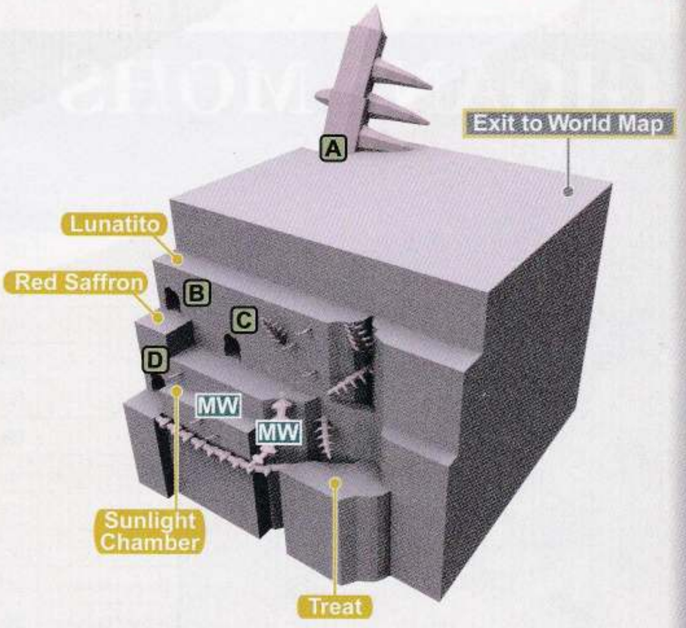
Sub Event 118: Miso Stew

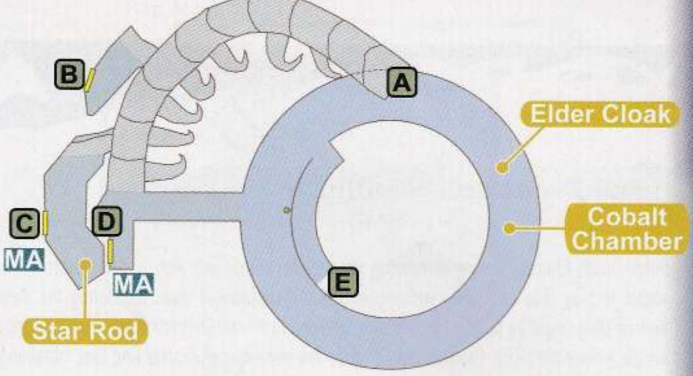
Make a quick stop at Baticul and head over to Duke Fabre's mansion. Speak to Ramdas to find out about the Duke's chef leaving. You're asked to select a character to replace the cook and make Duke Fabre's guest a meal. To get the recipe for Miso Stew, you must select a character who has mastered a few recipes.

Sub Event 119: The Master of Cookery

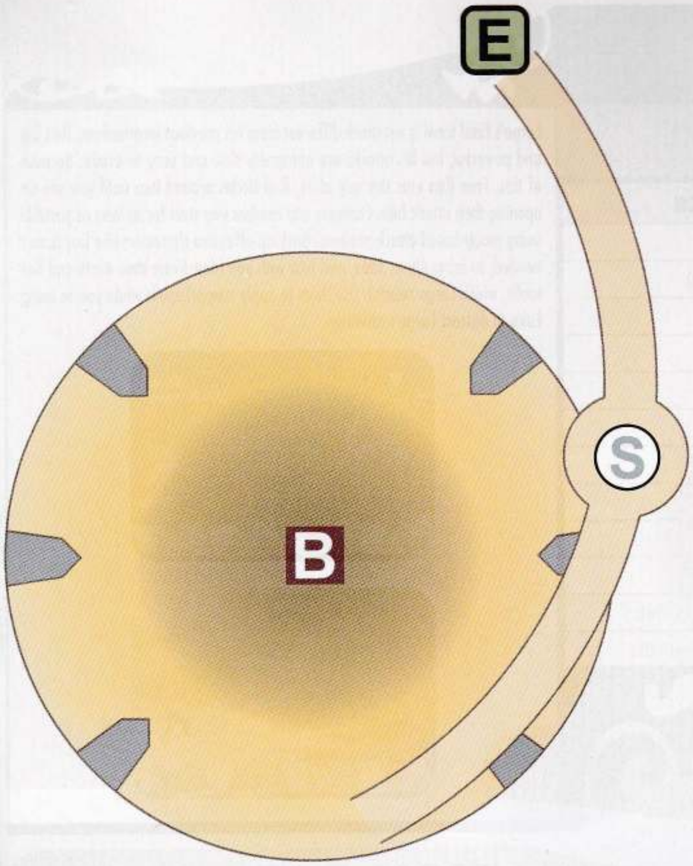
If you have at least one character that has mastered cooking every food available, make a stop by Keterburg Hotel. Take the elevator up to the second floor and speak to Bernal, who's standing directly next to the elevator. Each of your six characters can obtain a new Title in this manner.

RADIATION GATE





1 Intro
2 Training
3 Characters
4 Walk-through
5 Side Quests
6 Armory
7 Cooking & Food
8 Enemies
9 Extras



Conversation List

Conversation Name	How to Start
Radiation Gate / Mohs	Entire party is KO'ed in battle with Giant Mohs
The Grand Maestro	Defeat Giant Mohs
To the Last Battle	Exit to Field after defeating Giant Mohs

Item List

Name
Lunatito
Red Saffron
Sunlight Chamber
Treat
Star Rod
Elder Cloak
Cobalt Chamber

OBJECTIVE CHECKLIST

1. Several walls in this dungeon are false; symbolized by a few cracks in any nearby walls. Use Mieu attack against the wall to break it; leading to a few new areas.

2. One of the mentioned false walls leads to a room full of wind tunnels and strange bone structures sticking out from the walls. Use Mieu's wing to float on top of the wind tunnels and reach new items.

GIGANT MOHS

Enemy Statistics

Level	58
HP	141000
TP	680
EXP	22000
Gald	34000
ATK	938
DEF	461
Fonic ATK	514
Fonic DEF	1050
Elemental Weakness	Light 1.25
Elemental Resistance	Darkness 0.5
Items	Emerald Ring (100%), Red Saffron (100%)

Mohs' defense against magic is extremely high, so deactivate the majority of your supporting party's offensive spells (although Light based magic like Tear's Holy Lance is still worth doing). I recommend a party consisting of Luke, Tear, Guy, and Jade; the majority of which has worthwhile physical strengths.

Free Run is almost useless here, save for avoiding the occasional spell. Concentrate on simply stunning Mohs with physical attacks; this opens the window for combinations. As long as your party continues to apply pressure on the mutated heretic, Mohs can do very little to dispatch your party.

Sub Event 120: Nebilim (4 of 6)

Enter Daath Church. Florian is running around the compound with a strange staff. He wants to play hide and seek, which seems like a reasonable idea considering the item he's holding might be helpful. To find him, proceed to the nearby east warp room and step on the yellow warp pad (bottom right circle). You should immediately find him, obtaining the Heart of Chaos weapon.

Sub Event 121: Little Devil

Proceed inside Daath; entering the church when you come to it. Florian needs someone to play the part of a mischievous demon in the church play. Anise decides to take the role, earning her "Little Devil" Title that changes her costume!

GRAND CHOKMAH

Conversation List

Conversation Name	How to Start
They Just Can't Get Along	Argue with Asch in Grand Chokmah
One Long Trip	Stay at the Inn after the argument with Asch

Conversation Name	How to Start
Luke and Asch, Part 2	Exit to the Field after the argument with Asch

OBJECTIVE CHECKLIST

1 Report to the Briefing Room in Malkuth's Military Headquarters. Afterwards, attempt to leave town to find Asch.

Sub Event 122: Deciphering Ancient Texts (5 of 5)

Return to Daath and speak with Florian, who's in Ion's chamber. Now enter the Fubras River from the northern entrance. An event occurs involving a monster dropping a stone. Finally, fly out to Yulia City and examine the right side of the lower north warp there (main room). Jade will learn a new arte called Meteor Storm!

Sub Event 123: Jade's Past (3 of 4)

Return to Belkend's laboratory and proceed north, north, west, and then north. Speak to Spinoza for a little more insight on Jade.

CHESEDONIA

Conversation List

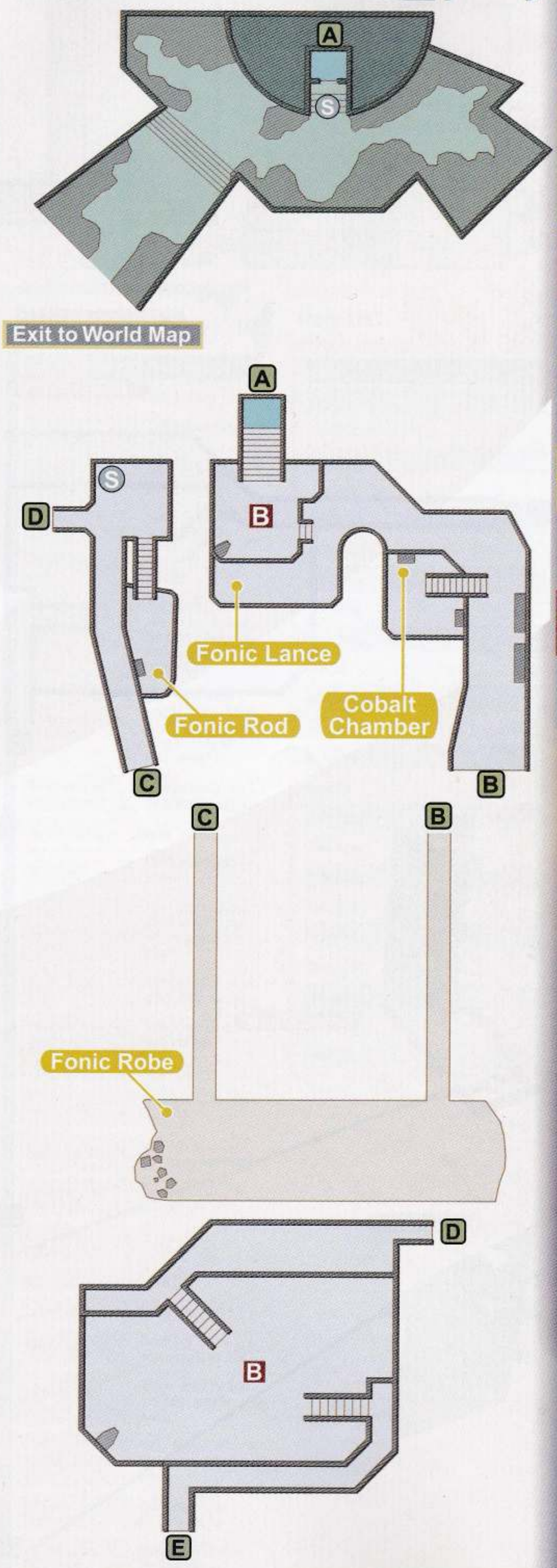
Conversation Name	How to Start
A Great Resolve - Girl Talk	Enter the map with Astor's palace

Conversation Name	How to Start
A Great Resolve - Guy Talk	Enter the map with Astor's palace
Special	Sleep at the Inn.

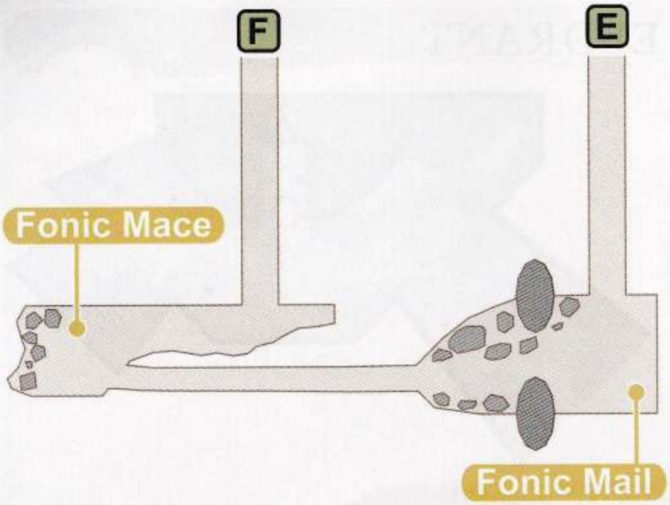
OBJECTIVE CHECKLIST

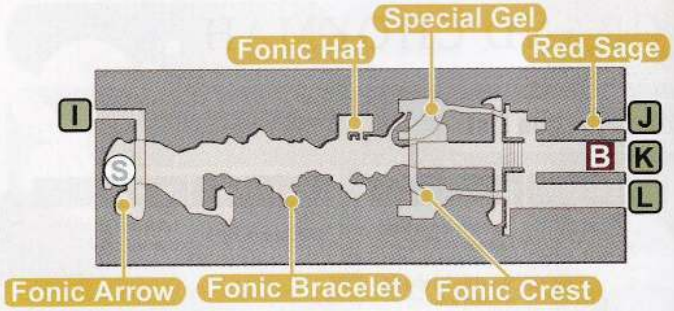
1 Nordhiem and Goldberg are standing outside of the Chesedonia bar. When you're ready to leave for Eldrant, speak to either of them and select the first option. However, it's worth noting that some of the shops in southern Chesedonia are selling new equipment now; much of it is worthwhile armor. Take the time to look through their wares before leaving.

ELDRANT



1 Intro
2 Training
3 Characters
4 Walk-through
5 Side Quests
6 Armory
7 Cooking & Food
8 Enemies
9 Extras


F
E
Fonic Mace
Fonic Mail


Special Gel
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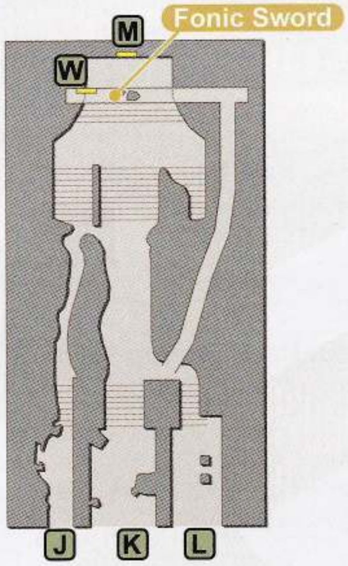
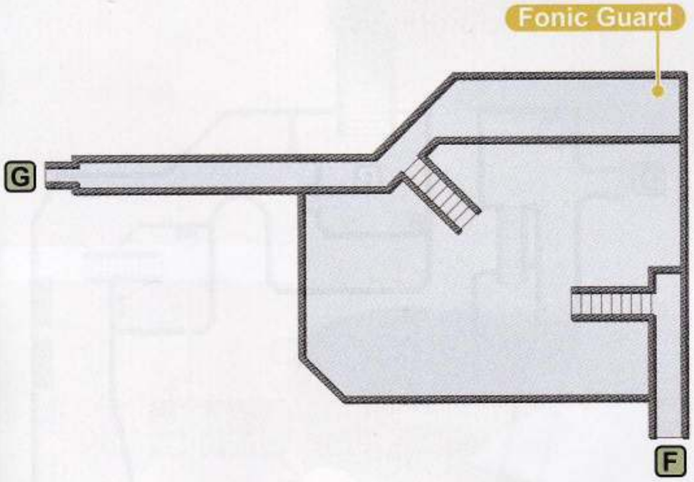
Fonic Arrow
Fonic Bracelet
Fonic Crest


M
Fonic Sword
W
J
K
L


Fonic Guard
G
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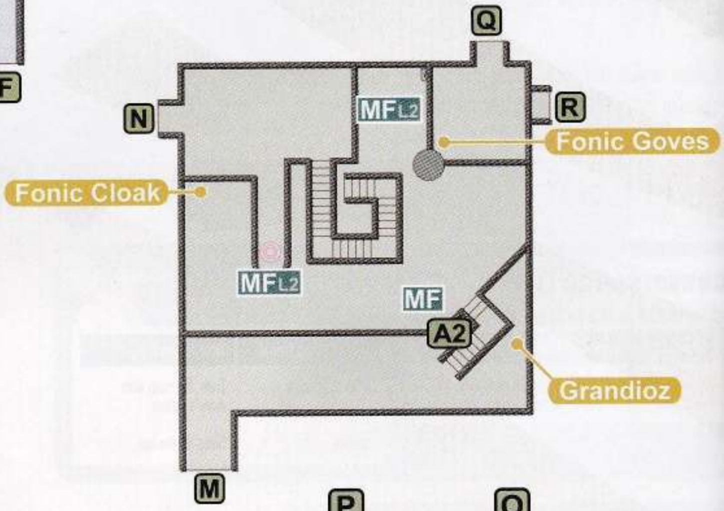
Q
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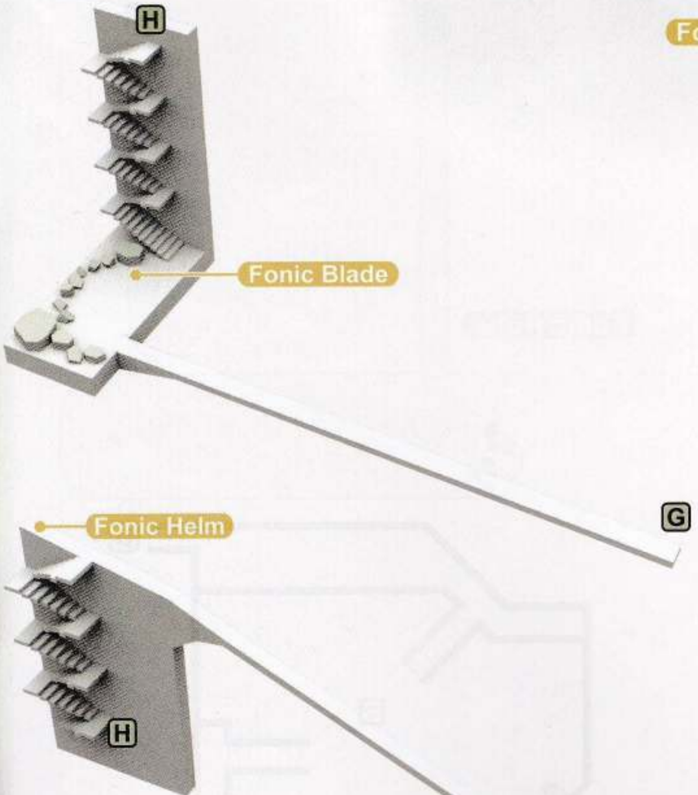
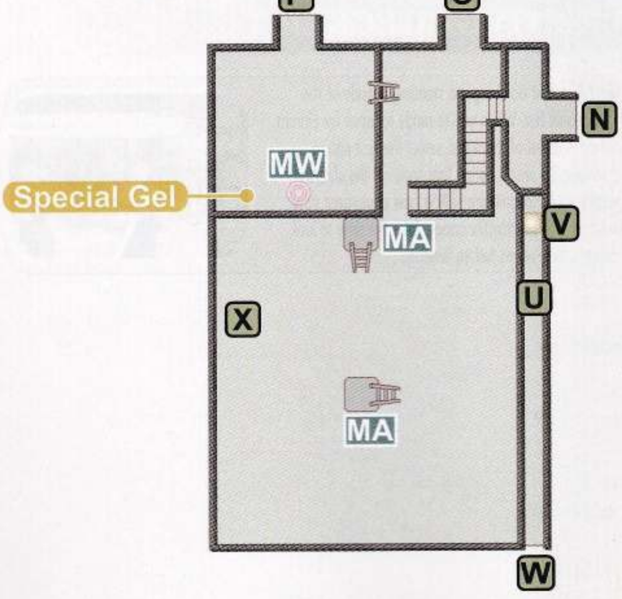
MF L2
R
Fonic Goves
Fonic Cloak
MF L2
MF
A2
Grandioz
M


H
Fonic Blade
G
Fonic Helm
H
I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Special Gel
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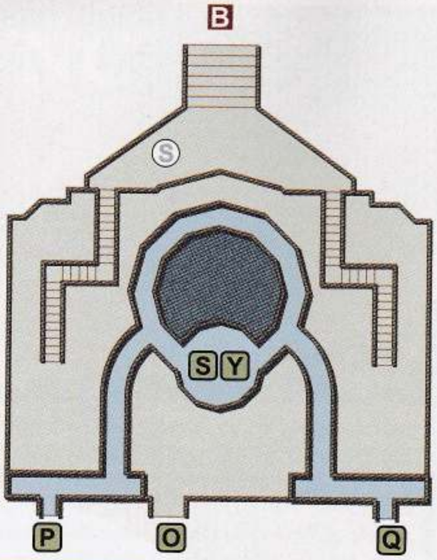
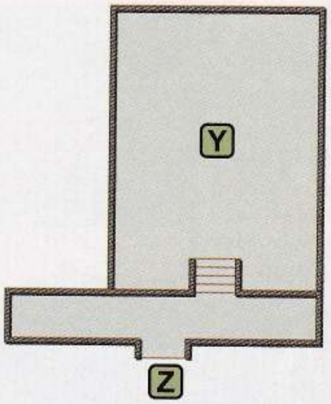
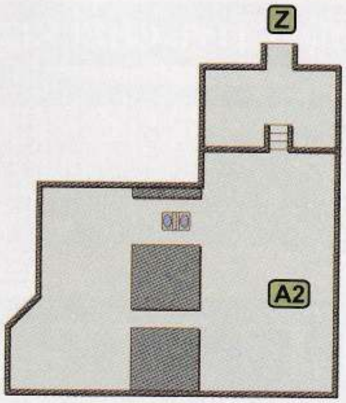
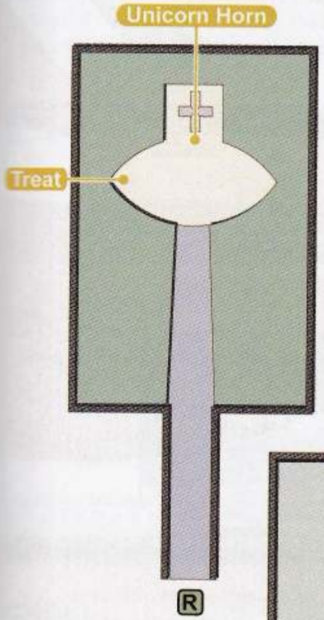
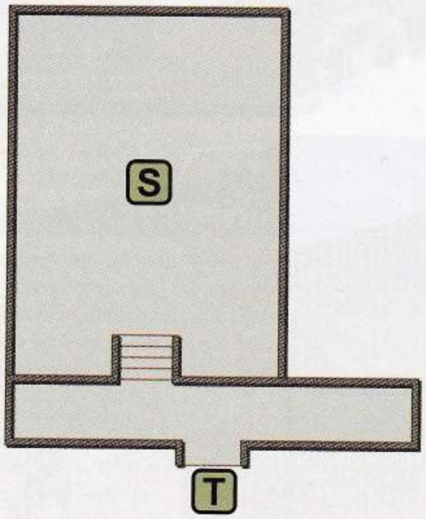
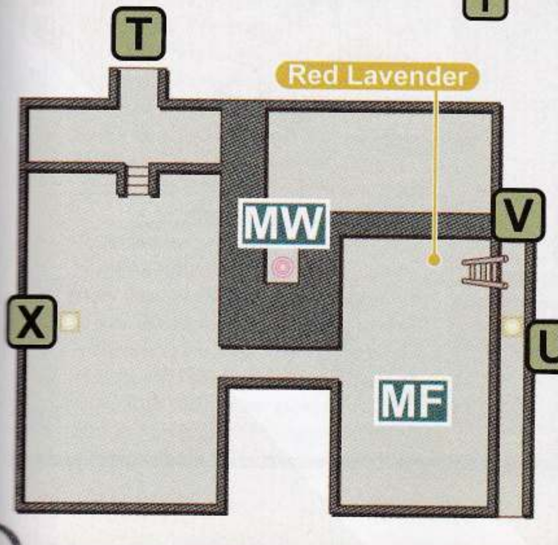












Conversation List

Conversation Name	How to Start
Van, Worried?	Arrive at Eldrant
Asch's Battle	A while after arriving at Eldrant
A Great Resolve	Exit to the Field after arriving at Eldrant
The Probability of Surviving	Stay at the Inn after arriving at Eldrant
The God-Generals Await	Enter the interior part of Eldrant
Ginji's Flight Techniques	After arriving at Eldrant, enter the interior part of Eldrant and return to the entrance (if Ginji is alive scenario)
Don't Underestimate the Old Man	After arriving at Eldrant, enter the interior part of Eldrant and reutrn to the entrance (if Ginji was killed scenario)
The Glorious Land Eldrant / Legretta	Entire party is KO'ed in the battle with Legretta
Tear and Legretta	Defeat Legretta
An Old Friend	A while after defeating Legretta
Consoling Tear	Defeat Legretta. A while after entering the map with the two very long bridges
Where Is Asch?!	Enter the map just ahead of the second save point
The Glorious Land Eldrant / Asch	Entire party is KO'ed in battle with Asch
Settling with Asch	Defeat Asch
Don't Look Down!	While climbing the stairs on the cliff.
The Last Fonic Hymn	When Tear remembers the Seventh Fonic Hymn
The Glorious Land Eldrant / Sync	Entire party is KO'ed in the battle with Sync
Time to Settle Everything	Defeat Sync
Sync, You Idiot...	Defeat Sync
Asch's Death	Defeat Sync
After Defeating Van...	Defeat Sync, a while after exiting to the Field
The Future Yulia Wished For	Wander around the map with Yulia's grave for a while
Van Won't Hold Back	Watch the event at the last set of stairs in Eldrant
The Glorious Land Eldrant / Van	Entire party is KO'ed in the battle with Van
The Glorious Land Eldrant / Van	Entire party is KO'ed in the battle with Van

Item List

Name
Fonic Lance
Cobalt Chamber
Fonic Rod
Fonic Robe
Fonic Mace
Fonic Mail
Fonic Guard
Fonic Blade
Fonic Helm
Red Sage
Fonic Sword
Special Gel
Fonic Crest
Fonic Hat
Fonic Bracelet
Fonic Arrow
Fonic Gloves
Fonic Cloak
Grandioz
Special Gel
Red Lavender
Unicorn Horn
Treat

OBJECTIVE CHECKLIST

1 The first half of this area is a sequence of boss fights with small traveling breaks in-between them. The paths to each fight are extremely linear, so the maps provided can lead you to the items that they hold.

LEGRETTA

Enemy Statistics	
Level	64
HP	143000
TP	800
EXP	28000
Gald	36000
ATK	738
DEF	1081
Fonic ATK	424
Fonic DEF	782
Elemental Weakness	None
Elemental Resistance	Light 0.5
Item	Spirit Symbol(100%)

Legretta confronts your party almost immediately after entering Eldrant. Spells are extremely important in this match up because of Legretta's terribly powerful mystic artes, which are all effective at close range. Her Prism Ballet, specifically, eliminates most characters in one shot, which is convenient for her considering that it carries the possibility of hitting multiple characters at a time. With that said, rely on Luke to distract Legretta's attacks at close range using Free Run. Have your other party members cast spells from a safe distance. If Legretta is ever stunned by a spell, run in and take advantage of that moment with a combination.

ASCH

Enemy Statistics	
Level	62
HP	60000
TP	480
EXP	31000
Gald	2500
ATK	584
DEF	697
Fonic ATK	353
Fonic DEF	429
Elemental Weakness	None
Elemental Resistance	None
Item	Wonder Symbol(100%)

Free Run dominates this fight. Run circles around him and wait for him to attack. His first swing may nick you for a single hit, but the remainder of his combo misses, leaving him open for a pummeling. Run up and launch a combo attack then back away again. Rinse, wash, and then repeat. The only thing to avoid is using your mystic arte against Asch. Doing so triggers him to do the same; and his can potentially be fatal.

SYNC

Enemy Statistics

Level	60
HP	120000
TP	820
EXP	29800
Gold	15000
ATK	999
DEF	885
Fonic ATK	500
Fonic DEF	620
Elemental Weakness	None
Elemental Resistance	Wind 0.5, Light 0.75
Item	Mystic Symbol(100%)

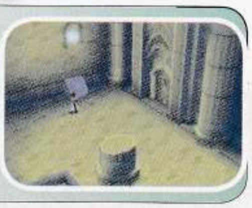
Sync is similar to the way he's been in every other fight, but a lot stronger. Mystic artes that connect for full damage on any of your characters can potentially be fatal. The majority if his attacks are only effective at close range though, so pelt him with spells from afar. Use Luke as a means to distract Sync's attention away from the casters by circling around him and attacking when you see an opening.

OBJECTIVE CHECKLIST

1 After the fight with Sync, the following areas are filled with a myriad of puzzles that lead to items and other extras. However, they aren't necessary to proceed to the end of the game. If you're simply looking to finish the game, walk forward and ignore the many switches. If, however, you want more cool stuff, than pay close attention to the following section.

PUZZLE SOLUTIONS FOR VARIOUS ITEMS AND YULIA'S TOMB

1 As you first enter the area with the first spinning fork, use Mieu's fire on it to gain access to the Grandioz. Proceed to the northeast corner of the room and check the stone monument there. When finished, use Mieu Fire 2 against it to open the nearby door. Climb the nearby staircase then enter the west door you see (ignore the two spinning forks below you for now).



2 In the next area, two pillars stand in the middle of the room. Both have peculiar marks on their sides. Use Mieu's attack on the upper pillar from its east side to knock it over. When it comes to the south pillar, it's possible to knock it in two different directions. Attacking it from the south opens the way to a Fonic Sword later in this dungeon, while attacking it from the right leads to Red Lavender. Since the Fonic Sword is a rather unique and powerful weapon, attack the pillar from the south. When finished, take the nearby ladder and climb up to the fork above. Use Mieu's wing to hit the nearby fork, getting you a Special Gel. When finished, climb back down the ladder and proceed through the northern door.

3 The next room up has two levels. Ignore the second floor, which leads to the final fight with Van. The two robotic drones patrolling the room carrying a unique set of items. Defeating one of the drones with a light-based spell (like Tear's Holy Lance) causes it to drop a Light Fonstone, while killing it with a dark-based spell (like Anice's Bloody Howling) grants you access to a Dark fonstone. You need both stones to proceed forward, so grab them both.

4 Once you have the Light and Dark Fonstones, check the giant glowing stone in the middle of the room and use the Light Fonstone. The room unexpectedly flips, changing your position drastically. Proceed through the south door and ignore them switch on the floor in the next room over. Go right instead to find two ladders. Take the north-most ladder to the top and use Mieu's wing on the nearby fork. Go back down and take the next ladder over. When you reach the top, follow the path and hit the switch along the way to eventually get to the Fonic Sword. Back track to the bottom of the ladder again and press that switch to the west that you ignored earlier.

5 You should now be in the room where you knocked over those first two pillars. Take the northern ladder and walk through the newly opened door. Ignore the stone in the center of the area and proceed right to grab Fonic Gloves. Now go back to the center stone and use the Dark Fonstone.

6 Head through the south corridor. Ignore the nearby switch and examine the nearby fire reflectors; turning them so they're facing each other. Now step on the nearby switch. Now go back to the two forks you passed near the beginning of this area. Now here's where things get tricky. Shoot a bolt of Mieu Fire 2 at the reflectors you turned earlier. You don't want the fire to touch both forks, so while the fire is traveling toward the second fork, use Mieu's wing to lift yourself up and block the flame from hitting the second fork. Once finished, the path to Yulia's Tomb opens and the items inside can be procured.

Completion

The final save point in the game sits just before a staircase (with the black and white fonstone sitting in the room below it). The final battle rests beyond that staircase. At this point in the game there are several new Sub Events open, so if you want to do them, don't climb the staircase. Save your game and use a Wing Bottle to leave the dungeon. When you're ready to come back, come back and enter the room for the final battle!

Sub Event 124: Guy's Blade (3 of 3)

Return to Duke Fabre's mansion to handle the final piece of the "Guy's Blade" Sub Event. The Duke is standing directly next to the sword. Speak to him to receive the Gardios Sword, which is unfortunately slightly weaker than the swords you have already.

Sub Event 125: Nebilim (5 of 6)

After opening Yulia's Tomb, look around to find the Unicorn Horn; the final catalyst. A scene initiates, enabling you to now fight a dreadful optional boss. Refer to Chapter 5 for more information about this fight.

Sub Event 126: Music Box (6 of 7)

Go to Chesedonia; entering town from the northern entrance. Speak to the clapping woman running the shop near the town Inn. She'll give you the "Finale" music disk.

Sub Event 127: Music Box (7 of 7)

TLP	Sheridan/Sheridan + 300, Sheridan/Chesedonia + 200

Once you've collected all of the Music Disks available, progress to Sheridan. Walk over to Ishtar's house and speak to her. Tear will receive the "Servant of Melodies" Title!

Sub Event 128: Luke's New Technique (4 of 4)

Head out to Daath. Enter the church and go through the east door. Climb the nearby stair case then proceed through the west door. Go through the door on the northeast corner of the ledge and follow the path to a messy library. Speak to the man in the north end of the room. He has another Technique Book, but he needs 150,000 Gald for it. Knowing Luke's mother is always good for an extra buck, swing by Baticul and speak to her. After receiving the money you need, go back to the man to obtain Sonic Blast.

Sub Event 129: Decisive Battle

Make another stop in Grand Chokmah and walk to the castle audience room. The Emperor is up to his weird schemes again, buying the entire party a new set of "heroic" costumes. Equip the new Titles gained to wear the costume, those Titles being Luke's "Wild Saber", Tear's "Cool Chick", Jade's "Evil Fonist?", Anise's "Childish", Guy's "Blade Master", and Natalia's "Imperial Will".

Sub Event 130: Grand Master Chef

With Anise as the on screen character and her "Little Big Chef" Title selected, advance to Grand Chokmah. Go to the Malkuth Military Base and speak to Sesemann. When all is done, she'll receive the "Grand Master Chef" Title.

Sub Event 131: Chaser

After entering Nam Cobanda Isle at least once, go to Sheridan and enter the assembly hall. Guy will receive a new Title.

Sub Event 132: Jade's Past (4 of 4)

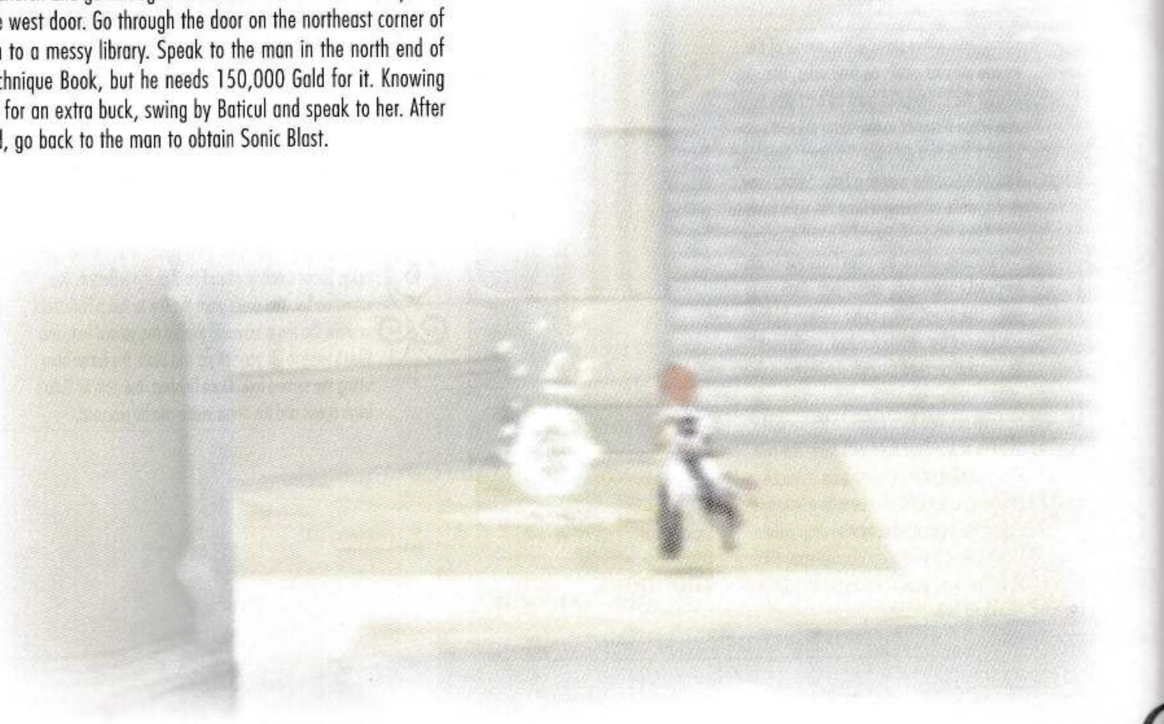
After completing the second and third parts to the Nebilim Sub Events, enter grand Chokmah and proceed to the Malkuth Military Base.

Sub Event 133: Legretta's Note

Travel to Yulia City and enter the flower garden in Tear's home. Tear finds a letter from Legretta on Van's tombstone, which explains why she joined him.

Sub Event 134: Tactical Leader

After Nebilim's defeat, go to Baticul and enter Duke Fabre's mansion. Speak to Pere, who's still in his room. Luke will receive the "Tactical Leader" Title.



VAN

Form 1 Statistics	
Level	62
HP	122000
TP	480
EXP	15000
Gold	40000
ATK	800
DEF	750
Fonic ATK	600
Fonic DEF	750
Elemental Weakness	None
Elemental Resistance	None
Item	Krona Symbol (100%)

Form 2 Statistics	
Level	62
HP	152000
TP	480
EXP	32300
Gold	0
ATK	914
DEF	851
Fonic ATK	683
Fonic DEF	780
Elemental Weakness	None
Elemental Resistance	None
Item	All Divide (Steal15%)

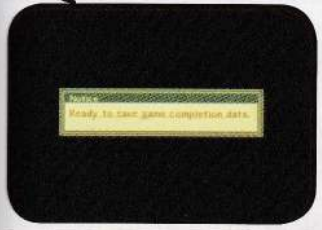
There are two segments to this fight. The first features a weaker version of Van that you've mostly already dealt with, save for a few new Mystic Artes. The second Van features similar moves in combination with a new set of attacks and a huge upgrade in stats. This version of Van wields an amazing set of Mystic Artes, all of which he uses frequently. They deal massive damage to anything around him, often being a fatal blow. An important aspect of this fight is learning to evade these techniques using the Back Dash or Free Run. They're starting periods aren't terribly slow, but there's usually just enough time to see them initiate. Another effective way to deal with them is to react to their starting periods and immediately use your Over Limit burst, which knocks him out of the attack completely. In addition to stopping the technique, Van ends up floored for a short period of time, wasting a portion of the remainder of his Over Limit time and giving you time to nail him with a few grounded hits. You can then circle around him waiting for an attack to evade then nail him with a Mystic Arte combo; effectively using the remainder of your Over Limit gauge.

Back up spells are also important elements to this fight. Van is very difficult to stun with attacks, so using spells from afar gives you a safe opening to attack when a direct assault isn't working. Combos started against Van won't last long usually (he'll use an Over Limit to break out of it if he has the meter to do so), but they're still worth going for in order to earn as much free damage as possible.

Once Tear starts to sing her final hymn, the stage turns blue. From this point on, your party stops taking damage. With the chance of defeat out of sight, rush into action and take your final swings at your former master!

Final Note

Once the game is finished you'll be asked to save your game again. Suggestion: DO NOT save your game over your previous save files. Instead, save it in a new slot. It's possible to go through some of the elements found during your second run through the game without actually playing though it a second time. Simply having a beaten save file enables you to access Mushroom Road and the Replica Laboratory, so access your old save file and head to those areas if you're feeling up for the challenge!



IMPORTANT SUB EVENTS

BATTLE COLISEUM

The Baticul Coliseum makes itself available after King Ingobert re-accepts Natalia as his daughter. Here you can challenge a circuit of several warriors for a small price. Achieving victory nets luxurious items, epic Titles, and a few other surprises.

MODES OF PLAY

Single Match

Mode	Prize
Beginner	Baticuloon unlocks, 15,000 Gald, and Bronze Medal
Advanced	35,000 Gald, Gold Medal, and a Unique Title and weapon

Select any character from your party and battle your way through three or four challengers. Two difficulty modes exist: one with harder enemies and better prizes waiting for you at the end. Defeating advanced mode earns a unique weapon and Title for the character it is completed with.

Advanced Mode Weapon and Title Prizes

Name	Weapon
Luke	Soul Crush
Tear	Blue Crystal Rod
Jade	Dunamis
Anise	Grand Cross
Guy	Shakunage
Natalia	Celestial Star

Name	Title
Luke	Sword of swords
Tear	Perfect Healer
Jade	Battle Master
Anise	Devastating Cutie
Guy	Golden Knight
Natalia	Coliseum Princess

Party Match

Mode	Prize
Beginner	30,000 Gald and Bronze Trophy
Advanced	35,000 Gald and a Recovery Gel Set

Enter the arena with a party of four characters and demolish the enemy parties you encounter. Use the group-based tactics to fortify attack plans that preserve HP and TP so that you can last the entirety of the tournament. Defeating the final party in advanced mode unlocks a special fight with characters from previous *Tales* games!

Cameo Tales Party Statistics

Rid Hershel (Tales of Eternia)	
HP	80000
TP	500
P.ATK	652
P.DEF	1130
F.ATK	386
F.DEF	541
EXP	8000
Gald	10000
Drops	Mumbane (100%)

Nanaly Fletch (Tales of Destiny 2)	
HP	70000
TP	500
P.ATK	642
P.DEF	1030
F.ATK	786
F.DEF	541
EXP	8000
Gald	10000
Drops	Prism Protector (100%)

Philia Philis (Tales of Destiny)	
HP	50000
TP	500
P.ATK	540
P.DEF	980
F.ATK	386
F.DEF	941
EXP	8000
Gald	10000
Drops	Priestess (100%)

Mint Adnade (Tales of Phantasia)	
HP	60000
TP	500
Phy.Atk	600
Phy.Def	980
Mag.Atk	386
Mag.Def	1041
EXP	8000
Gald	10000
Drops	Fairie Ring (100%)

Baticuloon

A special mini game unlocks after defeating Single Match mode. To play the game, speak to the left-most woman at the coliseum counter. After paying a 1000 Gald fee, the game initiates. Destroy all of the balloons on the field using normal attacks to finish the game.

GETTING MIEU FIRE 2

Note: You must complete Sub Event 57: Choral Castle Portrait to obtain Mieu Fire 2.

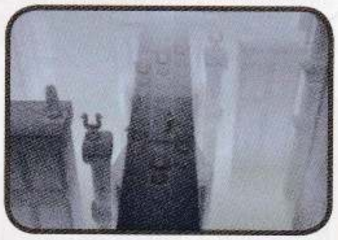
Fly out to Keterburg. Go to the west end of Keterburg hotel's entrance and speak to Shiba and Peko in the plaza nearby. After a few funny mishaps, you'll be transported to Mt. Zaleho. The lava here is now dried over, enabling you to get to a new area. Follow the path and check all of the areas with dried lava; picking up any items you may have missed before. You should eventually come to a dried path that curves upwards into an unforeseen cave. Enter it to find a glowing pad with the crystal for Mieu Fire 2. With it in hand, the two sets of torches to your left and right can be reached. The right torch leads to a Special Gel and the Flamberge: a powerful fire-based sword.

With this ability in hand, several areas that were unreachable before open up. The maps provided in each walkthrough lists which areas can be affected by Mieu Fire. As a reminder, Cheagle Woods, Shurrey Hill, Ortion Caverns, and Mt. Roneal's sephiroth all have new areas to explore with this ability.

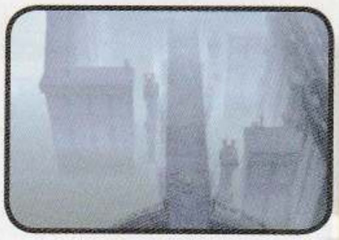
REFINED FONSTONE

Remember the second section of Mt. Roneal where you found the Vorpal Sword? Well go there again using the Albiore. The entrance is located on the west end of the same continent; on the same level as the normal entrance to Mt. Roneal.

Once inside, go northwest into the ruins to find nine movable torches spread throughout a long path. These pillars need to be aligned in such a manner that Mieu Fire 2 travels through and hits all of them in one shot. To do so, take note of the three squares lined down the middle of this path. They're to be used as markers. At the top square, place one torch on top of it, then another to the right of it one square up. Place another torch to the left of it, but one square down from its location (forming a slanted line). At the middle square do, place one torch on top of it, then place another torch to the left of it one square up. Place another torch to its right one square down. The bottom square is to be treated like the top square; forming a diagonal line of torches in the same direction.

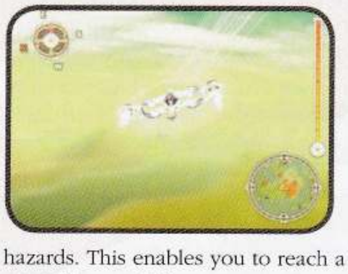


Leave the ruins and return to the next screen down. Go east and use Mieu's Wing to fly up the right-most tree. Break the ice crystal in your way and proceed into the ruins. Mieu Fire the first torch you see to open the door. When you come to another room with two torches inside, simply fire a Mieu Fire 2 bolt through both in one shot. Continue through to find another room with two more torches. There's a wall in-between the two, so you can't simply fire through the both of them. Instead, fire a shot diagonally through the first torch and aim it towards the ice crystal to the north of your location. If fired at the right angle, the shot should bounce off of the ice and hit the second torch. Once completed, move into the next room and follow the path until you find another ice crystal. Push the crystal over to the square marker on the ground.



Now backtrack a bit to the same area where the Vorpal Sword was found. Exit Mt. Roneal through the southeast path and make an immediately left. Go to the south entrance of the opposite end of Mt. Roneal (where the sephiroth is located). When you're there, continue heading north until you find a bridge baring east. Follow the path until you see a road split then take the south path. Move the crystal you come to over the square marker, then back track and take the north path in the split.

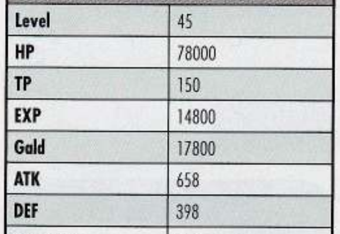
With everything in place, stand over the square marker and fire a diagonal Mieu Fire 2 shot southwest so that it streams through the three torches below you and hits the ice crystal at the other end of the room. If done correctly, it should bounce off of the two nearby crystals and hit every single torch in the area. When finished, proceed back to the other segment of Mt. Roneal and walk through the door that opens. It leads to a secluded area of the field map that holds search point (do a little looking around and follow the path until you find it on a hill). Examine that search point to find the Refined Fonstone.



This item is an upgrade to the Albiore. A power bar appears on the right side of the screen after it has been obtained. This bar slowly fills while moving forward. At maximum strength, the Albiore creates a shield around itself that enables it to fly through storms, whirlpools, and various other ship hazards. This enables you to reach a number of locations that aren't normally acessable.

SANDWORM

A giant sand tornado is west of the Zao Ruins. With the Refined Fonstone in hand, fly through the tornado then land. Travel southeast after you land and walk around the desert a bit. You should see a red worm swimming through the sand. Catch up to him and fight the creature to obtain the Gae Bolg (a unique spear for Jade) and to finish part of the "Kitty" Sub Event.



Sandworm Statistics

Level	45
HP	78000
TP	150
EXP	14800
Gald	17800
ATK	658
DEF	398
Fonic ATK	480
Fonic DEF	425
Elemental Weakness	Water 1.25
Elemental Resistance	Physical 0.55, Earth 0.5, Fire 0.9
Item	Gae Bolg(100%)

NAM COBANDA ISLE

Conversation List

Conversation Name	How to Start
I'm Exhausted...	A while after climbing the very long ladder in Nam Cobanda Isle
What's the Point...?	A while after entering Nam Cobanda Isle
Birds of a Feather	Continuously stay on any of the Nam Cobanda Isle maps for over 10 minutes
A Lively Town	Continuously stay on any of the Nam Cobanda Isle maps for over 10 minutes
The Reason for Becoming Noble Thieves	[Nam Combanda Isle] A while after Luke acquires the Title "Noble Rogue"

The northwest end of the Radesia continent has a few whirlpools blocking the path to a cave. These whirlpools can be bypassed using the Albiore's Refine Flightstone abilities. Doing so, enter Nam Cobanda Isle: the secret home of the Dark Wing's.

Once inside, climb the ladder up and go south to find York. When you're done talking to him, head right until you find a blue door. Enter the room and go all the way the back door and enter it. A discussion about the island's defense system occurs, ending with its deactivation (enabling you to enter the island from the air now). When finished, go left and enter the south door (you need The Key of Darkness to get in). After a lengthy conversation about the Dark Wing Gang's past, Luke receives the "Noble Rogue" Title.

NAM COBANDA SUB EVENTS

Cat Cat Kitty Cat

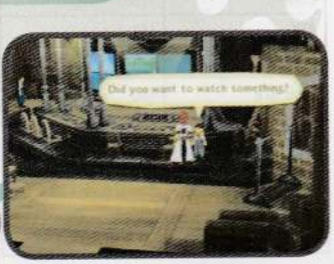
Speak to the Anti Lion Man look-a-like here. He asks Luke who the most important to him is. Select a character and they'll disappear. Pay the jerk 76,500 Gald to find your missing party member and obtain Anise's Cat Cat kitty Cat Title!

Ant Lion Man's Lucky Bag

The rest of the Anti Lion Man Sub Events must be completed to unlock this. When they're finished, go to Nam Cobanda and speak to the Ant Lion Man behind the counter there. Pay him 150,000 Gald and you'll receive all of the old items the Ant Lion Man took from you plus a new addition: The Anti Lion Man doll!

Movie Player

In the same room where you deactivated Nam Cobanda's defense system, speak to the kid standing next to the video screen to open up the movie player. Any movie you've previously seen can be watched here!



Star of Malkuth

Speak to Ellion, the boy dressed in the co outfit. He misses his two brothers, who left home in search of adventure. Exit Nam Cobanda and go to Yulia City. Enter the far north warp on the first floor of town to find Yutan. Now move out to Baticul and go to the harbor. Misika is there, but he wants to find Yutan first before leaving.

Now go to Engeve to find out about a kidnapping, which Yutan is of course involved in. Proceed to Cheagle Woods to find the culprits and find Yutan again, then head out to Baticul to reunite him with Misika. You'll return to Nam Cobanda and Natalia will receive the "Star of Malkuth" Title.

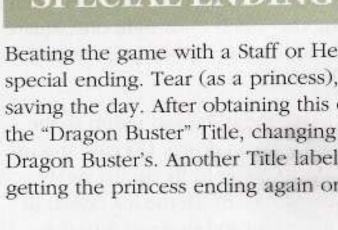
Music Box (5 of 7)

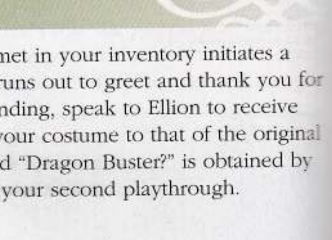
Go to the far west side of the video room in Nam Cobanda (where the defense mechanism was originally activated. There's a Katz hidden in the left corner, so examine it. She'll give you the Comedy music disc when all is done.

TALES OF DRAGON BUSTER

Note: You must complete the Star of Malkath first.

While in Nam Cobanda Isle, talk to Ellion while he's behind the counter of his shop. He needs a Giant Fish Bone (search point #8) to finish a game he's been working on. When you receive it, give the item to him then walk over two stands to your left to the Dragon Buster stand. Talk to Ellion again then examine the box to your left to play the game!





SPECIAL ENDING

Beating the game with a Staff or Helmet in your inventory initiates a special ending. Tear (as a princess), runs out to greet and thank you for saving the day. After obtaining this ending, speak to Ellion to receive the "Dragon Buster" Title, changing your costume to that of the original Dragon Buster's. Another Title labeled "Dragon Buster?" is obtained by getting the princess ending again on your second playthrough.

ITEMS

Weapons	
Cutlass	Default Weapon.
Holy Judgment	Heals HP after a certain time.
Dragon Killer	+2 Attack, +4 Attack against dragon boss.
Last Fencer	+3 Attack
Other Weapons	
Star Rod	Clear Bonus +10000
Blue Crystal Rod	Clear Bonus +25000
Armor	
Fonic Mail	Decreases Damage by 1/2
Golden Armor	Decreases Damage by 2/3, Clear Bonus +10000
Helmet	
Circlet	Clear Bonus +15000
Tiara	Clear Bonus +35000
Tools	
Apple Gel	Heals 30 Vitality.
Lemon Gel	Heals 60 Vitality.
Red Sage	Increase Max Vitality.
Holy Bottle	Prevent Monsters from appearing.
Dark Bottle	Monster will appear more often.
Spells	
Fireball	Shoots a small projectile forward.
All Attack	Deals damage to everything around you.

ITEM COLLECTOR SUB EVENT

Proceed to Daath and head into the church. Enter the library (western room) and speak to a man dressed in purple. Once you've completed the collector's book, go to Daath's entrance area for a scene near the Inn (Jade receives the "Item Collector" Title). For another short scene, go back to the librarian. Now that you have Jade's new Title, a special shop appears near the Inn in Grand Chokmah!

HOME TOWN

TLP	Keterburg/Chesedonia + 500
	Keterburg/Sheridan + 500
	Keterburg/Keterburg + 500
	Daath/Engeve + 500
	Daath/St. Binah + 500
	Daath/Chesedonia + 500
	Daath/Sheridan + 500
	Daath/Keterburg + 500
	Sheridan/Engeve + 500
	Sheridan/Chesedonia + 500
	Sheridan/Sheridan + 500
	Baticul/Engeve + 500
	Baticul/St. Binah + 500
	Baticul/Chesedonia + 500
	Baticul/Sheridan + 500
	Baticul/Keterburg + 500

TLP	Chesedonia/Engeve + 300
	Chesedonia/St. Binah + 300
	Chesedonia/Chesedonia + 300
	Chesedonia/Sheridan + 300
	Chesedonia/Keterburg + 300
	Baticul/Engeve + 500
	Baticul/St. Binah + 500
	Baticul/Chesedonia + 500
	Baticul/Sheridan + 500
	Baticul/Keterburg + 500
	Yulia City/Engeve + 500
	Yulia City/Chesedonia + 500
	Yulia City/Daath + 500
	Yulia City/Sheridan + 500
	Yulia City/Keterburg + 500
	Keterburg/Engeve + 500

You must complete the "Luke Bridge", "Ant Lion Man", "Engeve's Monster Extermination", "Engeve Farm", and the "Yulia City Allocation" Sub Events before this event can be initiated. Fly out to Chesedonia and speak with Astor. Now travel to Baticul and speak with Suzanne to receive Luke's "Vagabond Son" Title. Now make your way out to Yulia City and enter the area just before Tear's home. Go west and climb down the stairs in the corner of the room. Talk to the person there to receive Tear's "Flower of the Qliphoth" Title. Now move out to Keterburg. Speak with Nephry to obtain the "Gambler at Heart" Title for Jade. Now go to Daath's Fourth Stone Monument. Walk inside a bit to get Anise's "Mini Maven" Title. Now go to Sheridan. Advance to the northeast section of town then proceed to the lower right corner of the screen. Guy receives the "Fontech Scholar" Title. Finally, make a stop in Baticul and walk towards the Inn. Natalia will receive the "Beloved Princess" Title.

HOPELESS DREAMER

After entering Nam Cobanda Isle at least once, go to Sheridan and enter the Meeting Hall. After Guy explores his feelings for machinery, he decides to ask about taking the Albiore for a spin. By the end of it, you'll receive his "Hopeless Dreamer" Title.

CHEAGLE RESCUE

Item List

Name
Nectar Bottle
Wing Bottle
Specific
Cowboy Hat
Red Chamomile

OBJECTIVE CHECKLIST

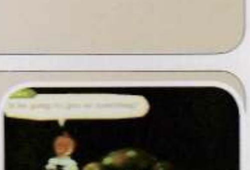
1 There's a cave directly to the east of Ortion Caverns with whirlpools in front of it. Use the Refined Flightstone's abilities to glide through the pools and enter the cave. The new area happens to be a second part to Ortion Cavern.

2 The escalator at the beginning of this area is deactivated by shooting Mieu Fire 2 at the switch on the opposite end. The second escalator is stopped in the same way, but you have to bounce Mieu's Fire off of the yellow crystallized wall to your west to hit it.

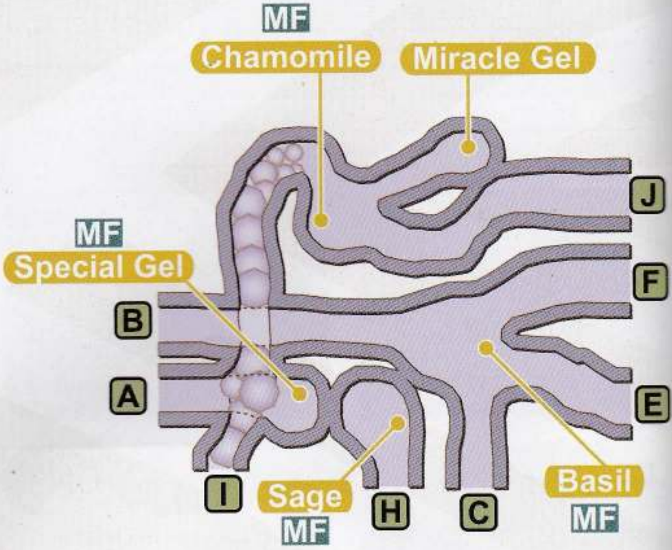
3 Several Cheagles here are in captivity and need your help to escape. Release them from their cages by using Mieu Fire 2 to hit the switches that open the cage. In some cases you may have to bounce the fire off

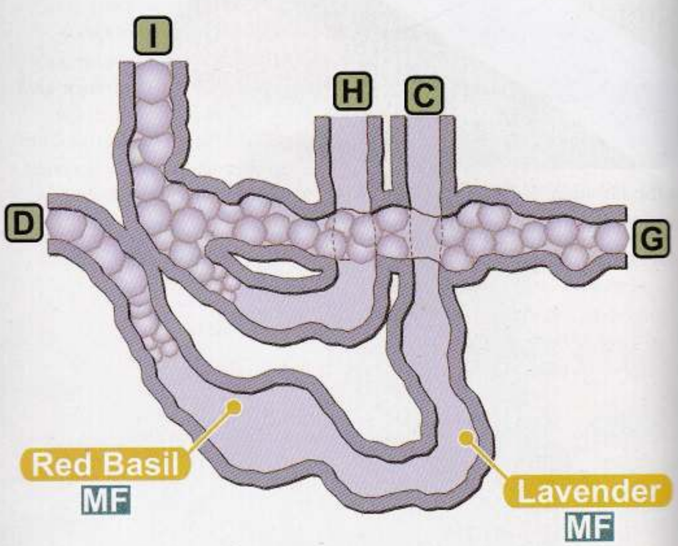
4 The final Cheagle in this dungeon has nowhere to run regardless of whether or not his cage is opened. To free him, take note of the torches surrounding the cannon in the west end of this area. Starting from the bottom right torch, fire a Mieu shot northeast that hits the torch then bounces off of the crystal sheet behind it. If done correctly, it should bounce and hit every torch around the gun, hitting the lever to fire the gun at the end. The gun blows a hole into the wall near the Cheagle, giving it a place to run. Keep in mind that a few beasts invade your location after this is done, but none of them are difficult to deal with. Pummel them and exit the dungeon.

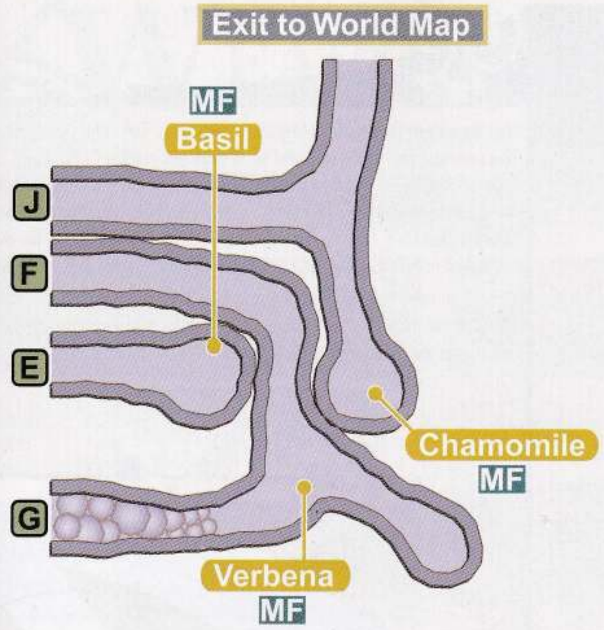
5 After leaving the dungeon, go to Cheagle Woods and speak to the Cheagle Elder. As thanks for saving his beloved family, you'll receive a Holy Seal and a Dark Seal.



MUSHROOM ROAD







Conversation List

Conversation Name	How to Start
Mind Over Matter	After Asch joins the party exit to the Field and reenter
Is Something Funny?	A while after Asch joins the party

Item List

Name	
Holy Bottle	Red Basil
Sage	Lavender
Saffron	Basil
Savory	Camomile
Miracle Gel	Verbana
Camomile	Rugnican Death Cap
Basil	Greater Flightstone
Special Gel	
Sage	

EXPLANATION

After clearing the Absorption Gate and just after Natalia rejoins the party, enter Duke Fabre's mansion. Luke's mother is sick and needs a special medicine that can only be made from Death Cap Mushrooms. To get them, you must travel to Mushroom Road, a hidden dungeon found within a river the runs north from Kaitzur (and east of Chesedonia). Land in the water and follow the river up the path to find the hidden lake that holds mushroom road.

When you first enter Mushroom Road you'll find Asch standing there. It's possible to use him within this dungeon as a replacement for Luke, but nowhere else. Upon leaving the dungeon, Asch leaves the party again. If you decide to return to the dungeon later, Asch randomly shows himself again.

The Mushrooms in this area can be shot with Mieu's Fire, revealing either items or another enemy. The Death Cap is near a northern exit to the field map. This exit leads to a Search Point that contains the Greater Fonstone, which enables you to land in more areas. Once it and the Deathcap Mushroom are obtained, take it back to Ramdas in Luke's mansion to finish the quest.

NEBILIM (6 OF 6)

Once all of the catalysts have been gathered, a powerful optional boss can be fought. From Keterburg, fly northeast; using the Albiore's Refined Fonstone dash to blast through a snow storm on the west edge of the island. Once there, go to the northwest corner of the area and look around. There's a peculiar looking mountain in the area with a crack in it. Find it then land the Albiore to enter a new area.

Once Nebilim is defeated, you must go to Grand Chokmah and speak to Peony. Once finished, go to Daath and talk to Tritheim (do not have the catalyst weapons equipped while doing this, they need to be in your inventory). The weapons awaken once finished, enabling them to gain stronger stats every time you kill an enemy with them. Over time they can become the strongest weapons in the game.

NEBILIM

Enemy Statistics

Level	100
HP	320000
TP	880
EXP	34000
Gald	50000
ATK	1314
DEF	1520
Fonic ATK	853
Fonic DEF	1280
Elemental Weakness	None
Elemental Resistance	None
Items	Blue Dice (100%), Red Verbena (100%), Tutti (Steal, 20%)

Nebilim is easily the hardest fight in *Tales of the Abyss*. Her statistics are through the roof, and she has the strongest set of spells and abilities available. It's no exaggeration to say that preparation is the key to winning this fight. Loads of items are needed to keep your party's statistics high while Nebilim constantly whittles them down. Only the finest of equipment will do in a match up like this, so it's best to earn the weapons in the Coliseum before dealing with this cretin.

On a final note, Nebilim happens to carry the strongest Capacity Core in the game on her. As always, it can only be stolen, so take measures to steal the item early on in the match before she starts using her more potent spells.

Item List

Name
Sunlight Chamber
10000 Gald
Carmine Chamber
Miracle Gel
Specific
Cobalt Chamber
Miracle Gel
Kaiser Bracelet
Red Basil
Life Bottle
Shooting Star
Grass Chamber
20000 Gald
Holy Bottle
Miracle Gel
Treat
Gungnir
Elemental Ribbon
Red Saffron
Elemental Crest

THE LOWDOWN

Fly out to Sheridan. Head to the northwest corner of town (the same area where you first met the Sheridan scientists). After watching a lengthy scene between two scientists and Dists old tests, go to the town Meeting Hall to find Shiba and Peko yet again. After speaking to him about Ortion Cavern, he offers his services. Talk to him again to warp out to the caverns.

The Replica Lab is an optional dungeon with a variety of new items and enemies in it. The goal of the dungeon is to destroy all of the Fomicry machines inside. Use Mieu's attack to destroy a machine when you find one. When you near the end of the dungeon, replicas of the Oracle Knights show themselves, along with a unique enemy: the Replicantis!

WEAPONS

SWORDS

BASTARD SWORD
A hardened great sword.

Buy	Sell	P.Atk	F.Atk	ATR
7650	3825	340	0	-

Equip: Luke, Guy

Acquire: **Shops:** Baticul (Eroico), Engeve (Spiccato), Chesedonia (Altissimo); **Other:** Din's Trade Shop

BLADE
A single-edged sword with good balance.

Buy	Sell	P.Atk	F.Atk	ATR
100	50	10	0	-

Equip: Guy

Acquire: **Shops:** Chesedonia (Serioso); **Other:** Guy starts with this weapon.

BROAD SWORD
A sword with a wide blade. Very durable, but also hard to use.

Buy	Sell	P.Atk	F.Tak	
1200	600	100	0	-

Equip: Luke, Guy

Acquire: **Shops:** Eroico, Glissando

CELCIUS CALIBUR
A sword that incorporates the Third and Fourth Fonons.

Buy	Sell	P.Atk	F.Atk	ATR
12000	6000	600	0	-

Equip: Luke, Guy

Acquire: **Other:** Casino Sub Event

CUTLASS
A sword with a long, curved blade. The preferred sword of mariners.

Buy	Sell	P.Atk	F.Atk	ATR
300	150	15	0	-

Equip: Luke, Guy

Acquire: **Shops:** Engeve (Engevente), Chesedonia (Serioso); **Maps:** Cheagle Woods

DRAGON KILLER
A sword said to slay even dragons.

Buy	Sell	P.Atk	F.Atk	ATR
25000	12500	740	0	-

Equip: Luke, Guy

Acquire: **Shops:** Chesedonia (Altissimo)

EPEE
A thin sword with a sharp point made to run the enemy through.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	5000	470	0	-

Equip: Luke, Guy

Acquire: **Maps:** Oracle HQ; **Other:** Din's Trade Shop

FALX
A sword with a blade like a scythe.

Buy	Sell	P.Atk	F.Atk	ATR
4500	2250	250	0	-

Equip: Luke, Guy

Acquire: **Shops:** Grand Chokmah (Scherzando)

FLAMBERGE
A magic sword with a vermillion shine.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	9000	595	0	Fire

Equip: Luke, Guy

Acquire: **Maps:** Mt. Zaleho (part 2)

FONIC BLADE
One of the relics of the Six Kingdoms during the era of the Fonic War.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	1	800	0	-

Equip: Guy

Acquire: **Maps:** Eldrant

FONIC SWORD
One of the relics of the Six Kingdoms during the era of the Fonic War.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	1	810	0	-

Equip: Luke

Acquire: **Maps:** Eldrant

FULL METAL EDGE
A sword forged by folding steel upon itself over and over again.

Buy	Sell	P.Atk	F.Atk	ATR
6000	3000	690	0	-

Equip: Luke, Guy

Acquire: **Other:** Sub Event – Blacksmith (3 of 3)

GREAT SWORD
A large sword with a very wide blade.

Buy	Sell	P.Atk	F.Atk	ATR
3700	1350	220	0	-

Equip: Luke, Guy

Acquire: **Shops:** Daath (Sempre), Keterburg (Mobile); **Other:** Casino prize

HAUTECLERE
A mystical blade that can cut stone.

Buy	Sell	P.Atk	F.Atk	ATR
22500	11250	725	0	-

Equip: Luke, Guy

Acquire: **Shops:** Chesedonia (Altissimo); **Other:** Din's Trade Shop

HOLY JUDGMENT
A sword with divine protection.

Buy	Sell	P.Atk	F.Atk	ATR
19500	9750	695	0	-

Equip: Luke, Guy

Acquire: **Shops:** Baticul (Eroico)

IMPERIAL GUARD
A sword used by the imperial guards of Grand Chokmah.

Buy	Sell	P.Atk	F.Atk	ATR
12500	60250	560	0	-

Equip: Luke, Guy

Acquire: **Shops:** Daath (Sempre)

JEWEL OF GARDIOS
The sword handed down through the Gardios family.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	1	725	0	-

Equip: Guy

Acquire: Other: Sub Event – Guy's Blade (3 of 3)

KATANA
A single-edged sword said to have been commonly used on the Isle of Hod.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	7950	530	0	-

Equip: Luke, Guy

Acquire: **Maps:** Meggorian Highlands (part 2); **Other:** Din's Trade Shop

KEY OF LORELEI
Fonic weapon created by Yulia through the power of Lorelei. Concentrates the Seventh Fonon

Buy	Sell	P.Atk	F.Atk	ATR
N/A	N/A	800	0	-

Equip: Luke

Acquire: **Other:** Story based item

KILLER SWORD
A sword said to strike an enemy's vital organs.

Buy	Sell	P.Atk	F.Atk	ATR
9000	4500	400	0	-

Equip: Luke, Guy

Acquire: **Shops:** Daath (Sempre), Grand Chokmah (Scherzando)

KNIGHT FENCER
Standard sword of the Order of Lorelei.

Buy	Sell	P.Atk	F.Atk	ATR
11250	5625	500	0	-

Equip: Luke, Guy

Acquire: **Shops:** Sheridan (Omaggio)

LAST FENCER

A sword made from libavius ore.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	1	700	0	-

Equip: Luke, Guy

Acquire: **Other:** Din's Trade Shop

LONG SWORD

A long and powerful sword. Real swordsmen know how to wield it well.

Buy	Sell	P.Atk	F.Atk	ATR
500	250	35	0	-

Equip: Luke, Guy

Acquire: **Shops:** St. Binah (Guisto), Chesedonia (Serioso), Sheridan (Libero)
Maps: Tartarus

LOST CELESTI

A shining sword with the power of the Sixth Fonon. Said to be a catalyst for fonic artes.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	1	0	0	-

Equip: Guy

Acquire: **Other:** Sub Event – Nebilim (1 of 6)

MAESTRO SWORD

A sword that may only be used by maestros of the Order of Lorelei.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	7500	230	0	-

Equip: Asch

Acquire: **Other:** Asch starts with this sword.

MIGHTY SABER

A sword with a large, heavy blade made for cleaving enemies.

Buy	Sell	P.Atk	F.Atk	ATR
15550	7750	620	0	-

Equip: Luke, Guy

Acquire: **Maps:** Absorption Gate
Other: Din's Trade Shop

MYTHRIL SWORD

A sword of mythril that wields magical powers. Made in Akzeriuth.

Buy	Sell	P.Atk	F.Atk	ATR
14000	7000	590	0	-

Equip: Luke, Guy

Acquire: **Shops:** Keterburg (Mobile)

NEBILIM

A magic sword with the power of the first Fonon. Said to be a catalyst for fonic artes.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	1	0	0	-

Equip: Luke

Acquire: **Enemies:** Blade Rex

NIMBLE RAPIER

A thin sword that can slice like the wind.

Buy	Sell	P.Atk	F.Atk	ATR
3000	1500	190	0	-

Equip: Luke, Guy

Acquire: **Shops:** Chesedonia (Serioso), Daath (Sempre), Belkend (Capriccioso)
Maps: Aramis Spring

RAPIER

A long and thin sword. Requires an experienced hand.

Buy	Sell	P.Atk	F.Atk	ATR
800	400	70	0	-

Equip: Luke, Guy

Acquire: **Shops:** St. Binah (Giusto), Kaitzur (Glissando), Chesedonia (Serioso)

SCHWARZLOEWE

A sword christened Black Lion.

Buy	Sell	P.Atk	F.Atk	ATR
17000	8500	680	0	-

Equip: Luke, Guy

Acquire: **Stores:** Baticul (Eroico)
Maps: Tower of Rem

SCIMITAR

A sword with a crescent blade.

Buy	Sell	P.Atk	F.Atk	ATR
1750	875	130	0	-

Equip: Luke, Guy

Acquire: **Shops:** Baticul (Eroico), Chesedonia (Altissimo, Serioso), Desert Oasis (Fresco), Akzeriuth (Vittorioso), Katsbert Ferry (A Piacere)
Maps: Abandoned Factory
Other: Din's Trade Shop

SHAKUNAGE

A single-edged sword like a katana. A prize for the Coliseum's Advanced Single Battle with Guy.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	1000	820	0	-

Equip: Guy

Acquire: **Other:** Beat Advanced Single Battle in Coliseum with Guy.

SILVER SWORD

A sword with a finely crafted blade.

Buy	Sell	P.Atk	F.Atk	ATR
5600	2800	280	0	-

Equip: Luke, Guy

Acquire: **Shops:** Grand Chokmah (Scherzando), Sheridan (Omaggio)
Maps: Theor Forest

SOUL CRUSH

Brutal power, but hard to wield. A prize for the Coliseum's Advanced Single Battle with Luke.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	2000	820	0	-

Equip: Luke

Acquire: **Other:** Beat Advanced Single Battle in Coliseum with Luke.

STEEL SWORD

A sword forged from many layers of tempered steel.

Buy	Sell	P.Atk	F.Atk	ATR
2350	1175	170	0	-

Equip: Luke, Guy

Acquire: **Shops:** Chesedonia (Altissimo, Serioso), Akzeriuth (Vittorioso), Belkend (Capriccioso)
Other: Din's Trade Shop

SWORDIAN DYMLOS

A relic of another world, imbued with a power different from the Fifth Fonon.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	1	750	0	Fire

Equip: Luke, Guy

Acquire: **Other:** Din's Trade Shop

TABLE KNIFE

The way of food begins and ends with a knife.

Buy	Sell	P.Atk	F.Atk	ATR
50000	25000	20	0	-

Equip: Luke, Guy

Acquire: **Shops:** Daath (Feroce), Keterburg (Mobile)
Other: Din's Trade Shop

TALWAR

A curved sword preferred by some tribes. Easy to use.

Buy	Sell	P.Atk	F.Atk	ATR
8750	4375	370	0	-

Equip: Luke, Guy

Acquire: **Shops:** Chesedonia (Altissimo), Daath (Sempre), Sheridan (Omaggio)
Maps: Inista Marsh

ULTIMATUS

A relic of the Fonic War.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	1	765	0	-

Equip: Luke, Guy

Acquire: **Enemies:** Sword Dancer (Third encounter)

VORPAL SWORD

A magic sword with an indigo shine.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	9750	630	0	Water

Equip: Luke, Guy

Acquire: **Maps:** Mt. Roneal

WASIER RAPIER

A rapier that belonged to a renowned lord.

Buy	Sell	P.Atk	F.Atk	ATR
6600	3300	310	0	-

Equip: Luke, Guy

Acquire: **Shops:** Baticul (Eroico), Engeve (Spiccato), Chesedonia (Altissimo), Sheridan (Omaggio)
Maps: Meggoria Highlands (part 1)

WOODEN SWORD

A practice sword made of wood. Hurts a tad when hit.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	5	5	0	-

Equip: Luke, Guy

Acquire: **Shop:** Chesedonia (Serioso)
Other: Luke starts with this weapon

STAFFS

ARC SCEPTER
A staff with fonstone inlaid that greatly strengthens the user's fonic artes.

Buy	Sell	P.Atk	F.Atk	ATR
19000	9500	615	615	-

Equip: Tear, Anise
Acquire: **Shops**: Chesedonia (Altissimo)

ARC WAND
A staff with fonstone inlaid that strengthens the user's fonic artes.

Buy	Sell	P.Atk	F.Atk	ATR
10500	5250	475	475	-

Equip: Tear, Anise
Acquire: **Shops**: Daath (Sempre) **Other**: Casino prize
Maps: Mt. Zaleho (part 1)

BLUE CRYSTAL ROD
A staff made of a blue crystal. A prize for the Coliseum's Advanced Single Battle with Tear.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	1	600	700	-

Equip: Tear
Acquire: **Other**: Beat Advanced Single Battle in Coliseum with Tear.

BROOM
There's one in every home. An indispensable household item.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	25	20	10	-

Equip: Tear, Anise
Acquire: **Other**: Casino prize

CANE
A light, but strong staff with ample thought put into function and design.

Buy	Sell	P.Atk	F.Atk	ATR
1490	745	110	110	-

Equip: Tear, Anise
Acquire: **Shops**: Baticul (Eroico), Chesedonia (Altissimo, Serioso), Desert Oasis (Fresco), Akzeriuth (Vittorioso), Katsbert Ferry (A Piacere)

FONIC MACE
One of the relics of the Six Kingdoms during the era of the Fonic War.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	1	650	600	-

Equip: Anise
Acquire: **Maps**: Eldrant

FONIC ROD
One of the relics of the Six Kingdoms during the era of the Fonic War.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	1	600	650	-

Equip: Tear
Acquire: **Maps**: Eldrant

GENIUS WAND
Only the most intelligent can wield this staff. Or not...

Buy	Sell	P.Atk	F.Atk	ATR
N/A	6000	200	450	-

Equip: Tear, Anise
Acquire: **Enemies**: Sword Dancer (Second encounter)

GOTHIC MACE
A staff of simple yet elegant construction.

Buy	Sell	P.Atk	F.Atk	ATR
2000	1000	145	145	-

Equip: Tear, Anise
Acquire: **Shops**: Chesedonia (Altissimo, Serioso), Akzeriuth (Vittorioso), Belkend (Capriccioso)
Maps: Deo Pass
Other: Din's Trade Shop

GRAND CROSS
A staff in the shape of a cross. A prize for the Coliseum's Advance Single Battle with Anise.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	4500	700	600	-

Equip: Anise
Acquire: **Other**: Beat Advanced Single Battle in Coliseum with Anise.

HANUMAN'S STAFF
A staff that once belonged to a legendary hero.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	7500	650	300	-

Equip: Tear, Anise
Acquire: **Other**: Casino prize

HEART OF CHAOS
A magic staff with the power of the First Fonon. Said to be a catalyst for fonic artes.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	1	0	0	-

Equip: Anise
Acquire: **Other**: Sub Event – Nebilim (4 of 6)

HOLY CROSS
A staff that can only be wielded by the agent of divine judgment.

Buy	Sell	P.Atk	F.Atk	ATR
21250	10625	630	630	-

Equip: Tear, Anise
Acquire: **Shops**: Chesedonia (Altissimo)

KILLER MACE
A staff designed less for artes and more for kills. A deadly blunt weapon.

Buy	Sell	P.Atk	F.Atk	ATR
6500	3250	290	290	-

Equip: Tear, Anise
Acquire: **Shops**: Baticul (Eroico), Chesedonia (Altissimo), Daath (Sempre)

KNIGHT MACE
Standard staff of the Order of Lorelei.

Buy	Sell	P.Atk	F.Atk	ATR
9500	4750	425	425	-

Equip: Tear, Anise
Acquire: **Shops**: Sheridan (Omaggio)
Maps: Tataroo Valley (part 2)

KREUZZEICHEN
A special staff with a sharp blade, intended for both hitting and cutting.

Buy	Sell	P.Atk	F.Atk	ATR
16500	8250	590	590	-

Equip: Tear, Anise
Acquire: **Shops**: Baticul (Eroico)
Other: Din's Trade Shop

LOLLIPOP
Yes, it's candy. Really sweet, too! Yum!

Buy	Sell	P.Atk	F.Atk	ATR
N/A	50	5	250	-

Equip: Tear, Anise
Acquire: **Other**: Sub Event – Grand Chokmah Warehouse

MACE
A specialized striking staff. Actually hurts when hit.

Buy	Sell	P.Atk	F.Atk	ATR
680	340	60	60	-

Equip: Tear, Anise
Acquire: **Shops**: St. Binah (Giusto), Kaitzur (Glissando), Chesedonia (Serioso)
Other: Din's Trade Shop

MAGIC WAND
A staff imbued with a small amount of the First Fonon.

Buy	Sell	P.Atk	F.Atk	ATR
1020	510	85	85	-

Equip: Tear, Anise
Acquire: **Shops**: Baticul (Eroico), Kaitzur (Glissando), Chesedonia (Altissimo, Serioso)

MYSTIC ROD
A staff with mystic powers.

Buy	Sell	P.Atk	F.Atk	ATR
7650	3825	340	340	-

Equip: Tear, Anise
Acquire: **Shops**: Chesedonia (Altissimo), Daath (Sempre), Grand Chokmah (Scherzando), Sheridan (Omaggio)
Maps: Inista Marsh

MYTHRIL ROD
A staff of mythril that wields magical powers. Made in Akzeriuth.

Buy	Sell	P.Atk	F.Atk	ATR
12000	6000	500	500	-

Equip: Tear, Anise
Acquire: **Shops**: Keterburg (Mobile)
Other: Din's Trade Shop

ROD
A staff with simple design.

Buy	Sell	P.Atk	F.Atk	ATR
200	100	10	10	-

Equip: Tear, Anise
Acquire: **Shops**: Chesedonia (Serioso)

RUBY WAND
A staff with a ruby adorning the top.

Buy	Sell	P.Atk	F.Atk	ATR
2550	1275	160	160	-

Equip: Tear, Anise
Acquire: **Shops**: Chesedonia (Serioso), Daath (Sempre), Belkend (Capriccioso)
Maps: Ortion Cavern

SCHWARZVOGEL

A staff christened Black Bird.

Buy	Sell	P.Atk	F.Atk	ATR
14400	7200	578	578	-

Equip	Acquire
Tear, Anise	**Shops**: Baticul (Eroico) **Maps**: Isle of Feres

SHAKUJO

A staff with a decoration and rings on the top. Can be used for hitting and thrusting.

Buy	Sell	P.Atk	F.Atk	ATR
2000	1000	95	110	-

Equip	Acquire
Tear, Anise	**Maps**: Choral Castle

SILVER ROD

A staff decorated with silver.

Buy	Sell	P.Atk	F.Atk	ATR
3150	1575	185	185	-

Equip	Acquire
Tear, Anise	**Shops**: Daath (Sempre), Grand Chokmah (Scherzando), Sheridan (Omaggio), Keterburg (Mobile) **Other**: Din's Trade Shop

SPOON

A treasure of intelligent design and curvaceous beauty.

Buy	Sell	P.Atk	F.Atk	ATR
50000	25000	20	10	-

Equip	Acquire
Tear, Anise	**Shops**: Daath (Feroce), Keterburg (Mobile) **Other**: Din's Trade Shop

STAR ROD

A staff in the shape of a star. Leaves a trail of starlight.

Buy	Sell	P.Atk	F.Atk	ATR
12000	6000	400	600	-

Equip	Acquire
Tear, Anise	**Shops**: Chesedonia (Serioso) **Maps**: Radiation Gate **Other**: Din's Trade Shop

SWORD MACE

A mace with a blade. Good for shedding lots of blood.

Buy	Sell	P.Atk	F.Atk	ATR
5610	2805	265	265	-

Equip	Acquire
Tear, Anise	**Shops**: Baticul (Eroico), Engeve (Spiccato), Chesedonia (Altissimo), Sheridan (Omaggio)

UNICORN HORN

A shining staff with the power of the Sixth Fonon. Said to be a catalyst for fonic artes.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	1	0	0	-

Equip	Acquire
Tear	**Maps**: Eldrant

WAND

A staff that slightly amplifies fonic artes.

Buy	Sell	P.Atk	F.Atk	ATR
500	250	30	20	-

Equip	Acquire
Tear, Anise	**Shops**: Engeve (Engevente), St. Binah (Guisto), Chesedonia (Serioso), Sheridan (Libero)

WIZARD CANE

A child's staff for enchanting fonic artes. More powerful than it looks.

Buy	Sell	P.Atk	F.Atk	ATR
4000	200	100	250	-

Equip	Acquire
Tear, Anise	**Shops**: Daath (Feroce) **Other**: Casino prize

SPEARS

BAHAMUT'S TEAR

A powerful spear that can even annihilate the legendary dragon.

Buy	Sell	P.Atk	F.Atk	ATR
23750	11875	700	700	-

Equip	Acquire
Jade	**Shops**: Chesedonia (Altissimo)

BARDICHE

A spear affixed with a large blade.

Buy	Sell	P.Atk	F.Atk	ATR
4300	2150	238	238	-

Equip	Acquire
Jade	**Shops**: Grand Chokmah (Scherzando), Sheridan (Omaggio)

BATTLE AXE

A spear affixed with two large blades. Closer to an axe than a spear.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	5300	475	475	-

Equip	Acquire
Jade	**Maps**: Meggorian Highlands (part 2)

BLOOD PAIN

A magic staff with the power of the First Fonon. Said to be a catalyst for fonic artes.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	1	0	0	-

Equip	Acquire
Jade	**Other**: Sub Event – Nebilim (2 of 6)

CORCESCA

A kind of pole arm. Has three prongs and is also known as a wind spear.

Buy	Sell	P.Atk	F.Atk	ATR
1650	825	125	125	-

Equip	Acquire
Jade	**Shops**: Baticul (Eroico), Chesedonia (Altissimo, Serioso), Desert Oasis (Fresco), Akzeriuth (Vittorioso) **Other**: Din's Trade Shop

CRESCENT

A spear with a blade in the shape of the moon.

Buy	Sell	P.Atk	F.Atk	ATR
9500	4750	410	410	-

Equip	Acquire
Jade	**Shops**: Daath (Sempre), Sheridan (Omaggio)

DECK BRUSH

Scrub, ya scurvy swab! Scrub! Make the deck shine!

Buy	Sell	P.Atk	F.Atk	ATR
N/A	250	200	10	-

Equip	Acquire
Jade	**Maps**: Yulia City

DIABOLIC FANG

A pole arm feared to be a demon's fang.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	1	350	10	-

Equip	Acquire
Jade	**Other**: Din's Trade Shop

DO SANGA

A spear with a sinuous tip to improve accuracy.

Buy	Sell	P.Atk	F.Atk	ATR
16000	8000	645	645	-

Equip	Acquire
Jade	**Shops**: Chesedonia (Altissimo) **Maps**: Mt. Zaleho (part 2)

DUNAMIS

A spear based on the axe of a legendary young man. A prize for the Coliseum's Advanced Single Battle with Jade.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	1	740	690	-

Equip	Acquire
Jade	**Other**: Beat Advanced Single Battle in Coliseum with Jade.

EFREET

A spear protected by Efreet, the manifestation of the Fifth Fonon.

Buy	Sell	P.Atk	F.Atk	ATR
3000	1500	100	300	Fire

Equip	Acquire
Jade	**Other**: Gained by saving all of the villagers during Jade's side of "The War" segment.

FONIC LANCE

One of the relics of the Six Kingdoms during the era of the Fonic War.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	1	720	720	-

Equip	Acquire
Jade	**Maps**: Eldrant

FORK

A beautiful fork honed to its finest to run the enemy (or food) through.

Buy	Sell	P.Atk	F.Atk	ATR
50000	25000	20	10	-

Equip	Acquire
Jade	**Shops**: Daath (Feroce), Keterburg (Mobile) **Other**: Din's Trade Shop

GAE BOLG

A magic spear made by a witch from the bone of a dead sea monster.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	1	700	500	-

Equip	Acquire
Jade	**Enemies**: Sand Worm

GLAIVE

A spear with a single-edged blade on one end. More suited to swinging around than thrusting.

Buy	Sell	P.Atk	F.Atk	ATR
760	380	68	68	-

Equip	Acquire
Jade	**Shops**: St. Binah (Guisto), Kaitzur (Glissando), Chesedonia (Serioso)

GNOME
A spear protected by Gnome, the manifestation of the Second Fonon.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	4500	100	600	Earth

Equip	Acquire
Jade	**Other**: Casino prize

GUISARME
A spear with the qualities of an axe.

Buy	Sell	P.Atk	F.Atk	ATR
1150	575	95	95	-

Equip	Acquire
Jade	**Shops**: Baticul (Eroico), Kaitzur (Glissando), Chesedonia (Serioso)

GUNGNIR
The spear of the leader of legendary gods.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	1	850	600	-

Equip	Acquire
Jade	**Maps**: Replica Facility

HALBERD
An excellent weapon that combines attributes of an axe and a spear.

Buy	Sell	P.Atk	F.Atk	ATR
2600	1300	181	181	-

Equip	Acquire
Jade	**Shops**: Chesedonia (Serioso), Daath (Sempre), Belkend (Capriccioso) **Maps**: Akzeriuth Mine Shaft 14

HEAVY HALBERD
A strengthened halberd.

Buy	Sell	P.Atk	F.Atk	ATR
6300	3150	295	295	-

Equip	Acquire
Jade	**Shops**: Baticul (Eroico), Engeve (Spiccato), Chesedonia (Altissimo), Sheridan (Omaggio)

LONGINUS
A legendary spear that metes out woe with every strike.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	1	500	700	-

Equip	Acquire
Jade	**Maps**: Tower of Rem

MYTHRIL LANCE
A spear of mythril that wields magical powers. Made in Akzeriuth.

Buy	Sell	P.Atk	F.Atk	ATR
13300	6650	560	560	-

Equip	Acquire
Jade	**Shops**: Keterburg (Mobile) **Other**: Din's Trade Shop

PAPILLON
A spear with a blade in the shape of a butterfly's wing.

Buy	Sell	P.Atk	F.Atk	ATR
11900	5950	532	532	-

Equip	Acquire
Jade	**Shops**: Daath (Sempre)

PARTISAN
A spear with a sharp steel blade.

Buy	Sell	P.Atk	F.Atk	ATR
3500	1750	210	210	-

Equip	Acquire
Jade	**Shops**: Daath (Sempre), Grand Chokmah (Scherzando), Keterburg (Mobile) **Maps**: Oracle HQ **Other**: Din's Trade Shop

PENETRATOR
A spear that does what its name implies.

Buy	Sell	P.Atk	F.Atk	ATR
18500	9250	660	660	-

Equip	Acquire
Jade	**Shops**: Baticul (Eroico) **Other**: Din's Trade Shop

POINTER
Check out the pointy finger!

Buy	Sell	P.Atk	F.Atk	ATR
N/A	250	20	10	-

Equip	Acquire
Jade	**Other**: Casino prize

SCYTHE
A spear with a smooth, curved blade.

Buy	Sell	P.Atk	F.Atk	ATR
2200	1100	162	162	-

Equip	Acquire
Jade	**Shops**: Chesedonia (Altissimo, Serioso), Akzeriuth (Vittorioso), Belkend (Capriccioso)

SPEAR
An ortohodox iron spear.

Buy	Sell	P.Atk	F.Atk	ATR
500	250	30	30	-

Equip	Acquire
Jade	**Shops**: Chesedonia (Serioso), Sheridan (Libero) **Other**: Jade starts with this weapon.

SYLPH
A spear protected by Sylph, the manifestation of the Third Fonon.

Buy	Sell	P.Atk	F.Atk	ATR
7000	3500	100	700	Wind

Equip	Acquire
Jade	**Other**: Casino prize

TRIDENT
A three-pronged spear. Known for being held by the god of the sea.

Buy	Sell	P.Atk	F.Atk	ATR
8300	4150	352	352	-

Equip	Acquire
Jade	**Shops**: Baticul (Eroico), Engeve (Spiccato), Chesedonia (Altissimo), Daath (Sempre), Grand Chokmah (Scherzando), Sheridan (Omaggio) **Other**: Din's Trade Shop

UNDINE
A spear protected by Undine, the manifestation of the Fourth Fonon.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	2500	100	250	Water

Equip	Acquire
Jade	**Other**: Casino prize

WAR HAMMER
A powerful hammer with a long handle.

Buy	Sell	P.Atk	F.Atk	ATR
14800	7400	590	590	-

Equip	Acquire
Jade	**Maps**: Absorption Gate

BOWS

ANCLENT BOW
A bow made from a special metal. Lighter and easier to use than a normal bow.

Buy	Sell	P.Atk	F.Atk	ATR
15300	7650	612	0	-

Equip	Acquire
Natalia	**Shops**: Baticul (Eroico)

ANGEL ARROW
Feel the wrath of the heavens.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	1	20	0	-

Equip	Acquire
Natalia	**Other**: Din's Trade Shop

BATTLE BOW
A bow for warfare. Designed for ease of use.

Buy	Sell	P.Atk	F.Atk	ATR
12600	6300	530	0	-

Equip	Acquire
Natalia	**Shops**: Keterburg (Mobile) **Maps**: Mt. Roneal

BOW
An orthodox bow. Light and easy to use.

Buy	Sell	P.Atk	F.Atk	ATR
1500	750	120	0	-

Equip	Acquire
Natalia	**Shops**: Baticul (Eroico), Chesedonia (Altissimo), Desert Oasis (Fresco), Sheridan (Libero) **Other**: Natalia starts with this weapon.

CATORS BOW
A strong bow made of a very flexible wood reinforced with metal.

Buy	Sell	P.Atk	F.Atk	ATR
17500	8750	626	0	-

Equip	Acquire
Natalia	**Shops**: Chesedonia (Altissimo) **Maps**: Theor Forest **Other**: Din's Trade Shop

CELESTIAL STAR
Life is like the shining of a star. A prize for the Coliseum's Advance Single Battle.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	1350	720	0	-

Equip	Acquire
Natalia	**Other:** Complete advance single battle in coliseum with Natalia.

CLAY ARROW
A bow made harder and heavier for more power when shooting.

Buy	Sell	P.Atk	F.Atk	ATR
13500	6750	550	0	-

Equip	Acquire
Natalia	**Shops**: Daath (Sempre) **Other**: Casino prize

COMPOSITE BOW
A bow with enhanced flexibility.

Buy	Sell	P.Atk	F.Atk	ATR
4000	2000	225	0	-

Equip	Acquire
Natalia	**Shops**: Chesedonia (Serioso), Grand Chokmah (Scherzando), Sheridan (Omaggio)

CUSTOM BOW
A strengthened bow.

Buy	Sell	P.Atk	F.Atk	ATR
2100	1050	150	0	-

Equip	Acquire
Natalia	**Shops**: Chesedonia (Altissimo), Akzeriuth (Vittorioso), Belkend (Capriccioso)

ELVEN BOW
A sacred bow from a legendary race. Always flies true to its target.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	15000	700	0	-

Equip	Acquire
Natalia	**Other**: Din's Trade Shop

ETHER SLASH
A bow made of processed steel. Very durable.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	1500	250	0	-

Equip	Acquire
Natalia	**Other:** Obtained by completing Natalia's side "The War" segment.

FONIC ARROW
One of the relics of the Six Kingdoms during the era of the Fonic War.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	1	700	0	-

Equip	Acquire
Natalia	**Maps**: Eldrant

FULL METAL FANG
A bow forged by tempering steel over and over again.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	3750	600	0	-

Equip	Acquire
Natalia	**Other**: Din's Trade Shop

GREAT BOW
A larger-than-normal bow.

Buy	Sell	P.Atk	F.Atk	ATR
3780	1890	212	0	-

Equip	Acquire
Natalia	**Shops**: Daath (Sempre)

HAMAYUMI
A bow said to have been commonly used on the aisle of Hod. A symbol of good health.

Buy	Sell	P.Atk	F.Atk	ATR
10000	5000	450	0	-

Equip	Acquire
Natalia	**Shops**: Sheridan (Omaggio) **Maps**: Meggoria Highlands (part 2)

HOLY QUELQUATL
A shining bow with the power of the Sixth Fonon. Said to be a catalyst for fonic artes.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	1	0	0	-

Equip	Acquire
Natalia	**Maps**: Abandoned Factory

HUNTING BOW
A bow used for hunting. Requires an experienced archer.

Buy	Sell	P.Atk	F.Atk	ATR
11250	5625	505	0	-

Equip	Acquire
Natalia	**Shops**: Daath (Sempre) **Other**: Din's Trade Shop

KILLER BOW
A bow said to strike an enemy's vital organs.

Buy	Sell	P.Atk	F.Atk	ATR
8100	4050	360	0	-

Equip	Acquire
Natalia	**Shops**: Daath (Sempre), Grand Chokmah (Scherzando), Sheridan (Omaggio) **Maps**: Oracle HQ **Other**: Din's Trade Shop

MERCILESS BOW
A bow with cruel destructive power. Said to penetrate any armor.

Buy	Sell	P.Atk	F.Atk	ATR
22500	11250	670	0	-

Equip	Acquire
Natalia	**Shops**: Chesedonia (Altissimo) **Maps**: Shurrey Hill

RAPID BOW
A bow made for rapid fire.

Buy	Sell	P.Atk	F.Atk	ATR
6000	3000	280	0	-

Equip	Acquire
Natalia	**Shops**: Baticul (Eroico), Engeve (Spiccato), Chesedonia (Altissimo)

SELF BOW
A bow made with a single kind of wood.

Buy	Sell	P.Atk	F.Atk	ATR
2700	1350	170	0	-

Equip	Acquire
Natalia	**Shops**: Daath (Sempre), Belkend (Capriccioso) **Other**: Din's Trade Shop

SHINCARROW
A bow with a thick riser and upper limb for stronger shots.

Buy	Sell	P.Atk	F.Atk	ATR
6900	3450	305	0	-

Equip	Acquire
Natalia	**Shops**: Baticul (Eroico), Engeve (Spiccato), Chesedonia (Altissimo)

SHOOTING STAR
Fires arrows like falling stars through the night sky.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	5000	500	0	-

Equip	Acquire
Natalia	**Maps**: Replica Facility

SLASH ARROW
A bow said to fire powerful shots.

Buy	Sell	P.Atk	F.Atk	ATR
3300	1650	198	0	-

Equip	Acquire
Natalia	**Shops**: Chesedonia (Serioso), Daath (Sempre), Grand Chokmah (Scherzando), Sheridan (Omaggio), Keterburg (Mobile)

SOUL STEAL
A bow said to slowly eat into its target.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	4750	360	0	-

Equip	Acquire
Natalia	**Other**: Casino prize

STEEL BOW
A bow that pushes the limits of lightweight material and powerful design.

Buy	Sell	P.Atk	F.Atk	ATR
2200	1100	160	0	-

Equip	Acquire
Natalia	**Shops**: Chesedonia (Altissimo), Akzeriuth (Vittorioso) **Maps**: Deo Pass

STRIKE EAGLE
A bow that reminds one of a flying eagle. An extremely powerful weapon.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	6990	560	0	-

Equip	Acquire
Natalia	**Maps**: Absorption Gate

YUTIS
A bow said to be wielded by a legendary spirit of wind.

Buy	Sell	P.Atk	F.Atk	ATR
N/A	3750	600	0	-

Equip	Acquire
Natalia	**Other**: Casino prize

ARMOR

BODY ARMOR

AMBER ROBE

A robe of amber, like the color of earth. Earth damage is reduced 10%.

Buy	Sell	P.Def	F.Def	ATR
5300	2650	51	51	Earth

Equip: Jade

Acquire: **Shops**: Daath (Sempre)

BATTLE GUARD

Light armor made of small metallic plates. The joints are protected by chain mail.

Buy	Sell	P.Def	F.Def	ATR
3980	1990	36	0	-

Equip: Tear, Natalaia

Acquire: **Shops**: Baticul (Attacca), Engeve (Spiccato), Chesedonia (Bellicoso), Sheridan (A Cappella)
Maps: Theor Forest, Shurrey Hill
Other: Din's Trade Shop

BATTLESUIT

Armor made of small metallic plates. The joints are protected by chain mail.

Buy	Sell	P.Def	F.Def	ATR
3300	1650	40	0	-

Equip: Luke, Guy

Acquire: **Shops**: Baticul (Attacca), Engeve (Spiccato), Chesedonia (Bellicoso), Sheridan (A Cappella)
Maps: Meggoria Highlands (first visit)

BREAST GUARD

Light upper-body armor overlaid with metal plating.

Buy	Sell	P.Def	F.Def	ATR
1050	525	23	0	-

Equip: Tear, Natalia

Acquire: **Shops**: Baticul (Attacca), Chesedonia (Bellicoso), Akzeriuth (Vittorioso), Daath (Sempre), Belkend (Capriccioso)

BREASTPLATE

Upper-body armor overlaid with metal plating.

Buy	Sell	P.Def	F.Def	ATR
1175	587	25	0	-

Equip: Luke, Guy

Acquire: **Shops**: Baticul (Attacca), Chesedonia (Bellicoso), Akzeriuth (Vittorioso), Belkend (Capriccioso)

BRIGANDINE

Lamellar armor which uses more plates to increase defensive properties.

Buy	Sell	P.Def	F.Def	ATR
12500	6250	80	0	-

Equip: Luke, Guy

Acquire: **Shops**: Chesedonia (Bellicoso)

CARNELIAN ROBE

A robe of deep red, like the color of a heart. Fire damage is reduced 10%.

Buy	Sell	P.Def	F.Def	ATR
1280	640	26	26	Fire

Equip: Jade

Acquire: **Shops**: Baticul (Attacca), Keterburg (Mobile), Belkend (Capriccioso)

CERULEAN ROBE

A robe of clear blue, like the color of the sky. Water damage is reduced 10%.

Buy	Sell	P.Def	F.Def	ATR
2800	1400	34	34	Water

Equip: Jade

Acquire: **Shops**: Baticul (Attacca), Chesedonia (Bellicoso), Sheridan (A Cappella)

CHAIN GUARD

Light upper-body chain mail.

Buy	Sell	P.Def	F.Def	ATR
360	180	11	0	-

Equip: Tear, Natalia

Acquire: **Shops**: St. Binah (Guisto), Kaitzur (Glissando), Chesedonia (Bellicoso)
Other: Din's Trade Shop

CHAIN MAIL

Thick upper-body chain mail.

Buy	Sell	P.Def	F.Def	ATR
600	300	15	0	-

Equip: Luke, Guy

Acquire: **Shops**: Kaitzur (Glissando), Chesedonia (Bellicoso)
Maps: Choral Castle

CLOAK

A cloak made from regular cloth. Slightly better than normal clothing.

Buy	Sell	P.Def	F.Def	ATR
100	50	4	4	-

Equip: Anise

Acquire: **Shops**: Sheridan (Libero)
Other: Anise starts with this armor

DRUID CLOAK

A cloak worn only by master fonists.

Buy	Sell	P.Def	F.Def	ATR
5300	2650	51	51	-

Equip: Anise

Acquire: **Shops**: Daath (Sempre)
Maps: Mt. Zaleho (first visit)
Other: Din's Trade Shop

ELDER CLOAK

A cloak imbued with power from different Fonons.

Buy	Sell	P.Def	F.Def	ATR
7200	3600	60	60	-

Equip: Anise

Acquire: **Shops**: Baticul (Attacca)
Maps: Radiation Gate

ELDER ROBE

A robe imbued with power different from fonons.

Buy	Sell	P.Def	F.Def	ATR
7200	3600	60	60	-

Equip: Jade

Acquire: **Shops**: Baticul (Attacca)
Maps: Tower of Rem

FEATHER CLOAK

A feather-light coat. Wind damage is reduced 10%.

Buy	Sell	P.Def	F.Def	ATR
1000	500	21	21	Wind

Equip: Anise

Acquire: **Shops**: Baticul (Attacca), Chesedonia (Bellicoso), Akzeriuth (Vittorioso), Belkend (Capriccioso)
Maps: Abandoned Factory

FEATHER ROBE

A feather-light robe. Gives the wearer an air of refinement.

Buy	Sell	P.Def	F.Def	ATR
1000	500	21	21	Wind

Equip: Jade

Acquire: **Shops**: Baticul (Attacca), Chesedonia (Bellicoso), Akzeriuth (Vittorioso)

FONIC CLOAK

One of the relics of the Six Kingdoms during the era of the Fonic War.

Buy	Sell	P.Def	F.Def	ATR
N/A	1	72	72	-

Equip: Anise

Acquire: **Maps**: Eldrant

FONIC GUARD

One of the relics of the Six Kingdoms during the era of the Fonic War.

Buy	Sell	P.Def	F.Def	ATR
N/A	1	72	0	-

Equip: Tear, Natalia

Acquire: **Maps**: Eldrant

FONIC MAIL

One of the relics of the Six Kingdoms during the era of the Fonic War.

Buy	Sell	P.Def	F.Def	ATR
N/A	1	85	0	-

Equip: Luke, Guy

Acquire: **Maps**: Eldrant

FONIC ROBE

One of the relics of the Six Kingdoms during the era of the Fonic War.

Buy	Sell	P.Def	F.Def	ATR
N/A	1	68	68	-

Equip: Jade

Acquire: **Maps**: Eldrant

FULL PLATE

Hard armor with protected joints. Very heavy.

Buy	Sell	P.Def	F.Def	ATR
5650	2825	55	0	-

Equip: Luke, Guy

Acquire: **Shops**: Sheridan (A Cappella)
Maps: Meggorian Highlands (second visit)

GOLDEN ARMOR

Armor that belonged to an ancient legendary hero.

Buy	Sell	P.Def	F.Def	ATR
N/A	1	90	0	-

Equip	Acquire
Luke, Guy	**Other:** Sub Event - Blacksmith (3 of 3)

HALF GUARD

Light armor composed of steel and leather. Absorbs impacts well.

Buy	Sell	P.Def	F.Def	ATR
2000	1000	34	0	-

Equip	Acquire
Tear, Natalia	**Shops:** Grand Chokmah (Scherzando), Sheridan (A Cappella) **Maps:** Theor Forest

HAUTE COUTURE

Made especially for House fon Fabre. More expensive than weak armor

Buy	Sell	P.Def	F.Def	ATR
N/A	500	2	0	-

Equip	Acquire
Luke, Guy	**Other:** Luke starts with this armor.

IRON GUARD

Light armor made of iron.

Buy	Sell	P.Def	F.Def	ATR
225	112	9	0	-

Equip	Acquire
Tear, Natalia	**Shops:** Baticul (Attacca), Engeve (Engevente), St. Binah (Guisto) **Other:** Din's Trade Shop

IRON MAIL

Armor made of iron.

Buy	Sell	P.Def	F.Def	ATR
400	200	12	0	-

Equip	Acquire
Luke, Guy	**Shops:** St. Binah (Guisto), Kaitzur (Glissando) **Maps:** Fubras River **Other:** Din's Trade Shop

KNIGHT ARMOR

Standard armor for the Order of Lorelei.

Buy	Sell	P.Def	F.Def	ATR
4500	2250	50	0	-

Equip	Acquire
Luke, Guy	**Shops:** Chesedonia (Bellicoso), Daath (Sempre), Grand Chokmah (Scherzando), Sheridan (A Cappella)

KNIGHT CLOAK

Standard clothing of the Order of Lorelei.

Buy	Sell	P.Def	F.Def	ATR
4780	2390	47	47	-

Equip	Acquire
Anise	**Shops:** Sheridan (A Cappella)

KNIGHT GUARD

Standard light armor of the Order of Lorelei.

Buy	Sell	P.Def	F.Def	ATR
4000	2000	45	0	-

Equip	Acquire
Tear, Natalia	**Shops:** Daath (Sempre), Grand Chokmah (Scherzando), Sheridan (A Cappella) **Maps:** Inista Marsh

KNIGHT ROBE

Standard robe of the Order of Lorelei.

Buy	Sell	P.Def	F.Def	ATR
4800	2400	47	47	1

Equip	Acquire
Jade	**Shops:** Daath (Sempre), Sheridan (A Cappella) **Maps:** Tataroo Valley (second visit) **Other:** Din's Trade Shop

LEATHER GUARD

Light armor made of leather. The basic armor of all beginning adventurers.

Buy	Sell	P.Def	F.Def	ATR
100	50	4	0	-

Equip	Acquire
Tear, Natalia	**Shops:** S heridan (Libero) **Other:** Tear starts with this armor

LEATHER MAIL

Armor made of leather. The battle armor of all beginning adventurers.

Buy	Sell	P.Def	F.Def	ATR
250	125	10	0	-

Equip	Acquire
Luke, Guy	**Shops:** Engeve (Engevente), St. Binah (Guisto), Sheridan (Libero) **Other:** Din's Trade Shop

LIGHT GUARD

A version of battle guard strengthened to withstand extreme impacts.

Buy	Sell	P.Def	F.Def	ATR
3450	1725	41	0	-

Equip	Acquire
Tear, Natalia	**Shops:** Baticul (Attacca), Engeve (Spiccato), Chesedonia (Bellicoso), Daath (Sempre)

LIGHT PLATE

Armor made from a special metal that is lighter and stronger than normal.

Buy	Sell	P.Def	F.Def	ATR
3900	1950	45	0	-

Equip	Acquire
Luke, Guy	**Shops:** Baticul (Attacca), Engeve (Spiccato), Chesedonia (Bellicoso), Daath (Sempre) **Maps:** Shurrey Hill **Other:** Din's Trade Shop

LUNAR GUARD

Light armor imbued with the power of the moon. Dark damage reduced 10%.

Buy	Sell	P.Def	F.Def	ATR
N/A	1	68	0	Dark

Equip	Acquire
Tear	**Maps:** Mt. Zaleho (second visit)

MAESTRO ROBE

A robe said to be worn only by Maestros of the Order of Lorelei.

Buy	Sell	P.Def	F.Def	ATR
N/A	1	35	35	-

Equip	Acquire
Asch	**Other:** Asch starts with this armor

MAGE CLOAK

A cloak infused with Fonons. Worn by mid—level fonists.

Buy	Sell	P.Def	F.Def	ATR
3700	1850	40	40	-

Equip	Acquire
Anise	**Shops:** Baticul (Attacca), Chesedonia (Bellicoso), Daath (Sempre), Grand Chokmah (Scherzando)

MAGIC CLOAK

A cloak with a small amount of Fonons.

Buy	Sell	P.Def	F.Def	ATR
1280	640	26	26	-

Equip	Acquire
Anise	**Shops:** Baticul (Attacca), Daath (Sempre), Keterburg (Mobile), Belkend (Capriccioso)

MIGHTY GUARD

Armor made using advance artes.

Buy	Sell	P.Def	F.Def	ATR
14800	7400	59	0	-

Equip	Acquire
Tear, Natalia	**Shops:** Daath (Sempre)

MIRAGE CLOAK

A cloak specially made to refract light.

Buy	Sell	P.Def	F.Def	ATR
4000	2000	44	44	-

Equip	Acquire
Anise	**Shops:** Daath (Sempre)

MIRAGE ROBE

A robe made specially to refract light. Light damage is reduced 10%.

Buy	Sell	P.Def	F.Def	ATR
3250	1625	38	38	Light

Equip	Acquire
Jade	**Shops:** Baticul (Attacca), Chesedonia (Bellicoso), Daath (Sempre), Grand Chokmah (Scherzando) **Maps:** Inista Marsh

MISTY ROBE

A robe made from cloth as thin as mist. Despite its appearance, it is very durable.

Buy	Sell	P.Def	F.Def	ATR
1900	950	32	32	-

Equip	Acquire
Jade	**Shops:** Grand Chokmah (Scherzando), Sheridan (A Cappella)

MUMBANE

Armor protected by the great spirits of the world. Water, Fire & Light damage is reduced by 20%.

Buy	Sell	P.Def	F.Def	ATR
N/A	1	95	0	Water/Fire/Light

Equip	Acquire
Luke	**Enemies:** Reid Hershel

MISTY CLOAK

A cloak made from cloth as thin as mist. Despite its appearance it is very durable.

Buy	Sell	P.Def	F.Def	ATR
2800	1400	34	34	-

Equip	Acquire
Anise	**Shops:** Baticul (Attacca), Engeve (Spiccato), Chesedonia (Bellicoso), Sheridan (A Cappella) **Maps:** Meggoria Highlands (first visit) **Other:** Din's Trade Shop

MYTHRIL CLOAK
A cloak made of mythril.

Buy	Sell	P.Def	F.Def	ATR
5980	2990	55	55	-

Equip: Anise

Acquire:
Shops: Keterburg (Mobile)
Maps: Absorption Gate

MYTHRIL GUARD
Light armor made of mythril.

Buy	Sell	P.Def	F.Def	ATR
5600	2800	54	0	-

Equip: Tear, Natalia

Acquire:
Shops: Keterburg (Mobile)
Maps: Mt. Roneal

MYTHRIL MAIL
Armor made of mythril.

Buy	Sell	P.Def	F.Def	ATR
6300	3150	60	10	-

Equip: Luke, Guy

Acquire:
Shops: Daath (Sempre), Keterburg (Mobile)

MYTHRIL PLATE
Armor that covers the entire body in mythril.

Buy	Sell	P.Def	F.Def	ATR
7000	3500	65	15	-

Equip: Luke, Guy

Acquire:
Shops: Keterburg (Mobile)

MYTHRIL ROBE
A robe made of mythril.

Buy	Sell	P.Def	F.Def	ATR
5980	2990	55	55	-

Equip: Jade

Acquire:
Shops: Keterburg (Mobile)

PRINCESS GUARD
Special light armor solely for nobility. Every aspect has been given special thought.

Buy	Sell	P.Def	F.Def	ATR
8800	4400	65	0	-

Equip: Tear, Natalia

Acquire:
Shops: Baticul (Attacca)

PRISM PROTECTOR
Mystic armor whose luster shines in seven colors.

Buy	Sell	P.Def	F.Def	ATR
N/A	1	78	0	-

Equip: Tear, Natalia

Acquire:
Enemies: Nanaly Fletch

QUEEN CLOAK
A cloak that exudes integrity and refinement.

Buy	Sell	P.Def	F.Def	ATR
N/A	1	76	76	-

Equip: Anise

Acquire:
Other: Din's Trade Shop

RARE GUARD
A perfectly crafted masterpiece.

Buy	Sell	P.Def	F.Def	ATR
11250	5625	72	0	-

Equip: Tear, Natalia

Acquire:
Shops: Chesedonia (Bellicoso)
Maps: Isle of Feres
Other: Din's Trade Shop

RARE MAIL
A perfectly crafted masterpiece.

Buy	Sell	P.Def	F.Def	ATR
11250	5625	70	0	-

Equip: Luke, Guy

Acquire:
Shops: Chesedonia (Bellicoso)
Other: Din's Trade Shop

RARE PLATE
A perfectly crafted masterpiece.

Buy	Sell	P.Def	F.Def	ATR
8500	4250	75	0	-

Equip: Luke, Guy

Acquire:
Shops: Baticul (Attacca)

RARE PROTECTOR
A perfectly crafted masterpiece.

Buy	Sell	P.Def	F.Def	ATR
7650	3825	63	0	-

Equip: Tear, Natalia

Acquire:
Shops: Baticul (Attacca)
Maps: Absorption Gate

REFLECTION CLOAK
A cloak made of a rare, ancient ore. Much stronger against fonic artes.

Buy	Sell	P.Def	F.Def	ATR
10600	5300	68	68	-

Equip: Anise

Acquire:
Shops: Chesedonia (Bellicoso)

REFLEX
A magical suit of armor.

Buy	Sell	P.Def	F.Def	ATR
N/A	1	90	15	-

Equip: Guy

Acquire:
Other: Din's Trade Shop

ROBE
A robe made of thick cloth.

Buy	Sell	P.Def	F.Def	ATR
200	100	10	10	-

Equip: Jade

Acquire:
Shops: Sheridan (Libero)
Other: Jade starts with this armor

ROYAL GUARD
Extremely expensive light armor that only the most noble may use.

Buy	Sell	P.Def	F.Def	ATR
5000	2500	50	0	-

Equip: Tear, Natalia

Acquire:
Shops: Sheridan (A Cappella)
Maps: Meggorian Highlands (second visit)

SILK CLOAK
A cloak made of silk. Gives the wearer an air of refinement.

Buy	Sell	P.Def	F.Def	ATR
750	375	17	17	-

Equip: Anise

Acquire:
Shops: Baticul (Attacca), Chesedonia (Bellicoso), Desert Oasis (Fresco), Katsbert Ferry (A Piacere)
Other: Din's Trade Shop

SILK ROBE
A robe made of silk.

Buy	Sell	P.Def	F.Def	ATR
744	372	17	17	-

Equip: Jade

Acquire:
Shops: Baticul (Attacca), Chesedonia (Bellicoso), Desert Oasis (Fresco)
Maps: Choral Castle
Other: Din's Trade Shop

SILVER CLOAK
A cloak embroidered with silver.

Buy	Sell	P.Def	F.Def	ATR
1900	950	32	32	-

Equip: Anise

Acquire:
Shops: Baticul (Attacca), Chesedonia (Bellicoso), Grand Chokmah (Scherzando), Sheridan (A Cappella)
Maps: Oracle HQ
Other: Din's Trade Shop, Casino prize

SILVER MAIL
Normally reserved for ceremonial use.

Buy	Sell	P.Def	F.Def	ATR
1500	750	30	5	-

Equip: Luke, Guy

Acquire:
Shops: Baticul (Attacca), Daath (Sempre), Grand Chokmah (Scherzando), Belkend (Capriccioso)
Maps: Aramis Spring

SILVER GUARD
Light armor made of silver. Normally reserved for ceremonial use.

Buy	Sell	P.Def	F.Def	ATR
1650	825	32	0	-

Equip: Tear, Natalia

Acquire:
Shops: Daath (Sempre), Grand Chokmah (Scherzando), Keterburg (Mobile)
Maps: Oracle HQ

SILVER PLATE
Armor that covers the entire body in silver. Normally reserved for ceremonial use.

Buy	Sell	P.Def	F.Def	ATR
1850	925	35	5	-

Equip: Luke, Guy

Acquire:
Shops: Chesedonia (Bellicoso), Grand Chokmah (Scherzando), Sheridan (A Cappella), Keterburg (Mobile)
Other: Din's Trade Shop

SILVER ROBE
A robe embroidered with silver.

Buy	Sell	P.Def	F.Def	ATR
1550	775	30	30	-

Equip: Jade

Acquire:
Shops: Daath (Sempre), Grand Chokmah (Scherzando)
Other: Din's Trade Shop

SOLAR GUARD
Light armor imbued with the power of the sun. Light damage reduced 10%.

Buy	Sell	P.Def	F.Def	ATR
N/A	1	75	0	Light

Equip: Natalia

Acquire:
Other: Din's Trade Shop

SPLINT MAIL

Upper-body chain mail inlaid with a metal chest plate for added protection.

Buy	Sell	P.Def	F.Def	ATR
855	427	20	0	-

Equip	Acquire
Luke, Guy	**Shops**: Baticul (Attacca), Chesedonia (Bellicoso), Desert Oasis (Fresco), Katsbert Ferry (A Piacere) **Other**: Din's Trade Shop

VIRIDIAN ROBE

A robe of green, like the color of forests. Wind damage is reduced 10%.

Buy	Sell	P.Def	F.Def	ATR
10600	50300	58	58	Wind

Equip	Acquire
Jade	**Shops**: Chesedonia (Bellicoso) **Other**: Din's Trade Shop

WHITE CLOAK

A cloak that can only be worn by those with a pure heart.

Buy	Sell	P.Def	F.Def	ATR
500	250	13	13	-

Equip	Acquire
Anise	**Shops**: Baticul (Attacca), Kaitzur (Glissando), Chesedonia (Bellicoso)

WHITE ROBE

A robe that can only be worn by those with a pure heart.

Buy	Sell	P.Def	F.Def	ATR
340	170	14	14	-

Equip	Acquire
Jade	**Shops**: Baticul (Attacca), St. Binah (Guisto), Kaitzur (Glissando), Chesedonia (Bellicoso), Katsbert Ferry (A Piacere)

BRACELETS

ANGEL BRACELET

A bracelet of happiness with an angel engraved on it.

Buy	Sell	P.Def	F.Def	ATR
5250	2625	37	0	-

Equip	Acquire
Luke, Jade, Guy, Asch	**Shops**: Chesedonia (Bellicoso)

BRACELET

A very plain metal bracelet.

Buy	Sell	P.Def	F.Def	ATR
100	50	5	0	-

Equip	Acquire
Luke, Jade, Guy, Asch	**Shops**: Engeve (Engevente), St. Binah (Guisto), Sheridan (Libero) **Maps**: Fubras River

BRONZE BRACELET

A bracelet made of bronze.

Buy	Sell	P.Def	F.Def	ATR
300	150	7	0	-

Equip	Acquire
Luke, Jade, Guy, Asch	**Shops**: Baticul (Attacca), Kaitzur (Glissando), Chesedonia (Bellicoso), Desert Oasis (Fresco), Akzeriuth (Vittorioso)

DIAMOND BRACELET

A bracelet made of processed diamonds.

Buy	Sell	P.Def	F.Def	ATR
2250	1125	25	0	-

Equip	Acquire
Luke, Jade, Guy, Asch	**Shops**: Daath (Sempre), Grand Chokmah (Scherzando)

DRAUPNIR

A magical bracelet. Allows its wearer to triumph over evil.

Buy	Sell	P.Def	F.Def	ATR
6250	3125	40	0	-

Equip	Acquire
Luke, Jade, Guy, Asch	**Shops**: Chesedonia (Bellicoso)

FONIC BRACELET

One of the relics of the Six Kingdoms of the era of the Fonic War.

Buy	Sell	P.Def	F.Def	ATR
N/A	1	42	0	-

Equip	Acquire
Luke, Jade, Guy, Asch	**Maps**: Eldrant

GOLD BRACELET

A bracelet made of gold.

Buy	Sell	P.Def	F.Def	ATR
1120	560	19	0	-

Equip	Acquire
Luke, Jade, Guy, Asch	**Shops**: Chesedonia (Bellicoso), Grand Chokmah (Scherzando), Sheridan (A Cappella)

IRON BRACELET

A bracelet made of iron.

Buy	Sell	P.Def	F.Def	ATR
400	200	10	0	-

Equip	Acquire
Luke, Jade, Guy, Asch	**Shops**: Baticul (Attacca), Chesedonia (Bellicoso), Desert Oasis (Fresco), Akzeriuth (Vittorioso) **Maps**: Katsbert Ferry **Other**: Din's Trade Shop

KAISER BRACELET

A bracelet said to have been the favorite of an ancient king.

Buy	Sell	P.Def	F.Def	ATR
N/A	1	45	0	-

Equip	Acquire
Luke, Jade, Guy, Asch	**Maps**: Replica Facility, "The Abyss"

KNIGHT BRACELET

Standard bracelet of the Order of Lorelei.

Buy	Sell	P.Def	F.Def	ATR
2800	1400	27	0	-

Equip	Acquire
Luke, Jade, Guy, Asch	**Shops**: Sheridan (A Cappella)

LAPIS BRACELET

A bracelet with lapis lazuli.

Buy	Sell	P.Def	F.Def	ATR
590	295	13	0	Luck +5

Equip	Acquire
Luke, Jade, Guy, Asch	**Shops**: Chesedonia (Bellicoso)

MYTHRIL BRACELET

A bracelet made of mythril.

Buy	Sell	P.Def	F.Def	ATR
3500	1750	32	0	-

Equip	Acquire
Luke, Jade, Guy, Asch	**Shops**: Keterburg (Mobile)

PLATINUM BRACELET

A bracelet made of platinum.

Buy	Sell	P.Def	F.Def	ATR
1650	825	20	0	-

Equip	Acquire
Luke, Jade, Guy, Asch	**Shops**: Baticul (Attacca), Chesedonia (Bellicoso), Sheridan (A Cappella) **Other**: Din's Trade Shop

RARE BRACELET

A perfectly crafted masterpiece.

Buy	Sell	P.Def	F.Def	ATR
4250	2125	35	0	-

Equip	Acquire
Luke, Jade, Guy, Asch	**Shops**: Baticul (Attacca) **Maps**: Absorption Gate **Other**: Din's Trade Shop

SILVER BRACELET

A bracelet made of silver.

Buy	Sell	P.Def	F.Def	ATR
930	465	17	0	-

Equip	Acquire
Luke, Jade, Guy, Asch	**Shops**: Chesedonia (Bellicoso), Daath (Sempre), Grand Chokmah (Scherzando) **Maps**: Theor Forest **Other**: Din's Trade Shop

STEEL BRACELET

A bracelet made of steel.

Buy	Sell	P.Def	F.Def	ATR
750	375	15	0	-

Equip	Acquire
Luke, Jade, Guy, Asch	**Shops**: Chesedonia (Bellicoso), Belkend (Capriccioso)

GLOVES

ARCHERY GLOVES

Gloves made for pulling a bowstring.

Buy	Sell	P.Def	F.Def	ATR
620	310	13	0	-

Equip	Acquire
Tear, Anise, Natalia	**Shops**: Belkend (Capriccioso) **Maps**: Akzeriuth Mine Shaft 14

ELDER GLOVES

Gloves imbued with power different from Fonons.

Buy	Sell	P.Def	F.Def	ATR
4250	2125	35	0	-

Equip	Acquire
Tear, Anise, Natalia	**Shops**: Baticul (Attacca)

FEATHER GLOVES
Gloves made from processed feathers. Lighter and better than real feathers. Wind damage is reduced 5%.

Buy	Sell	P.Def	F.Def	ATR
590	295	12	0	Wind

Equip	Acquire
Tear, Anise, Natalia	**Shops**: Baticul (Attacca), Chesedonia (Bellicoso) **Other**: Din's Trade Shop

FONIC GLOVES
One of the relics of the Six Kingdoms during the era of the Fonic War.

Buy	Sell	P.Def	F.Def	ATR
N/A	1	45	0	-

Equip	Acquire
Tear, Anise, Natalia	**Maps**: Eldrant

GLOVES
Knit gloves made with thin material. They provide little defense.

Buy	Sell	P.Def	F.Def	ATR
100	50	6	0	-

Equip	Acquire
Tear, Anise, Natalia	**Shops**: St. Binah (Guisto), Sheridan (Libero)

IRON GAUNTLETS
Gauntlets made of iron

Buy	Sell	P.Def	F.Def	ATR
1900	950	23	0	-

Equip	Acquire
Tear, Anise, Natalia	**Shops**: Baticul (Attacca), Engeve (Spiccato), Chesedonia (Bellicoso)

KITCHEN MITTENS
Mittens used for cooking. Good for holding hot pans. Fire damage is reduced 5%.

Buy	Sell	P.Def	F.Def	ATR
800	400	12	0	Fire

Equip	Acquire
Tear, Anise, Natalia	**Shops**: Daath (Feroce)

KNIGHT GLOVES
Standard gloves of the Order of Lorelei.

Buy	Sell	P.Def	F.Def	ATR
2800	2400	28	0	-

Equip	Acquire
Tear, Anise, Natalia	**Shops**: Sheridan (A Cappella)

MIRAGE GLOVES
Gloves specially made to refract light. Reduces Light damage 5%.

Buy	Sell	P.Def	F.Def	ATR
2250	1125	25	0	-

Equip	Acquire
Tear, Anise, Natalia	**Shops**: Grand Chokmah (Scherzando) **Maps**: Tataroo Valley (second visit)

MYSTIC GLOVES
Gloves with mystic powers.

Buy	Sell	P.Def	F.Def	ATR
1650	825	20	0	-

Equip	Acquire
Tear, Anise, Natalia	**Shops**: Baticul (Attacca), Chesedonia (Bellicoso), Sheridan (A Cappella)

MYTHRIL GAUNTLETS
Gloves with mythril woven into the material.

Buy	Sell	P.Def	F.Def	ATR
3500	1750	35	0	-

Equip	Acquire
Tear, Anise, Natalia	**Shops**: Keterburg (Mobile)

QUEEN GLOVES
Gloves said to have been the favorite of the previous queen of Kimlasca.

Buy	Sell	P.Def	F.Def	ATR
6250	3125	42	0	-

Equip	Acquire
Tear, Anise, Natalia	**Shops**: Chesedonia (Bellicoso)

SILK GLOVES
Gloves made of silk. Gives the wearer an air of refinement.

Buy	Sell	P.Def	F.Def	ATR
400	200	10	0	-

Equip	Acquire
Tear, Anise, Natalia	**Shops**: Baticul (Attacca), Chesedonia (Bellicoso), Desert Oasis (Fresco), Akzeriuth (Vittorioso)

SILVER GLOVES
Gloves made of silver.

Buy	Sell	P.Def	F.Def	ATR
750	375	15	0	-

Equip	Acquire
Tear, Anise, Natalia	**Shops**: Daath (Sempre), Grand Chokmah (Scherzando), Sheridan (A Cappella) **Other**: Din's Trade Shop

SNOW MITTENS
Gloves made from processed penguin feathers. Water damage is reduced 5%.

Buy	Sell	P.Def	F.Def	ATR
800	400	12	0	Water

Equip	Acquire
Tear, Anise, Natalia	**Shops**: Daath (Feroce) **Other**: Din's Trade Shop

WHITE GLOVES
Pure white gloves worn by brides.

Buy	Sell	P.Def	F.Def	ATR
300	150	7	0	Luck +10

Equip	Acquire
Tear, Anise, Natalia	**Shops**: Baticul (Attacca), Kaitzur (Glissando) Chesedonia (Bellicoso), Desert Oasis (Fresco), Akzeriuth (Vittorioso) **Other**: Din's Trade Shop

DOLLS

ANT LION MAN
A doll with two horns. Periodically recover 8% HP & TP

Buy	Sell	Bonus
N/A	5000	*

Equip	Acquire
Anise	**Other**: Sub Event – Ant Lion Special Event

* = 8% max HP & TP recovery every 5 seconds

ARTIFICIAL LIFE FORM
A doll with a cool visor. Unlocks the base arte X-BUSTER.

Buy	Sell	Bonus
N/A	5000	X-BUSTER arte

Equip	Acquire
Anise	**Other**: Din's Trade Shop

EMPTY GIRL
A doll with graceful pigtails. Unlocks the arcane arte Beast.

Buy	Sell	Bonus
N/A	5000	Beast arte

Equip	Acquire
Anise	**Maps**: Keterburg

GREAT PIRATE
A doll with pretty lips. Unlocks the base arte Pow Hammer.

Buy	Sell	Bonus
N/A	5000	Pow Hammer arte

Equip	Acquire
Anise	Other: Sub Event - Port Belkend Warehouse

HEIHACHI
A doll with a cute hairdo. Unlocks Demon Breath and Stone Head.

Buy	Sell	Bonus
N/A	5000	*

Equip	Acquire
Anise	**Other**: Din's Trade Shop

* = Demon Breath & Stone Head attacks

PRIESTESS
A doll with tiny braids. Unlocks the base arte Inspect Eye.

Buy	Sell	Bonus
N/A	5000	Inspect Eye arte

Equip	Acquire
Anise	**Enemies**: Philia Philis

RARE GENIUS
A doll with voluptuous lips. Unlocks the fonic arte Divine Saber.

Buy	Sell	Bonus
N/A	5000	Divine Saber arte

Equip	Acquire
Anise	**Enemies**: Arietta (Third Encounter)

THE PRINCE
My, this game really is full of things. Really just an innocent, little doll. Gives a 15% chance to recover from KO.

Buy	Sell	Bonus
N/A	5000	*

Equip	Acquire
Anise	**Other**: Din's Trade Shop

* = 15% chance of KO recovery

TIME TRAVELING GIRL
A doll with a lovely pink hair tie. Unlocks the fonic arte Resurrection.

Buy	Sell	Bonus
N/A	5000	Resurrection arte

Equip	Acquire
Anise	**Enemies**: Arietta (Second Encounter)

TIME TRAVELING HERO
A doll with a red bandana. Greatly raises critical rate.

Buy	Sell	Bonus
N/A	5000	Critical rate up 10%

Equip	Acquire
Anise	**Maps**: Chesedonia Astor's Mansion

WARRIOR MAIDEN

A doll with a winged helmet. Raises various combat abilities.

Buy	Sell	Bonus
N/A	5000	*

Equip: Anise
Acquire: **Maps**: Belkend

* = P.Atk & F.Atk +50, recover 10% max HP & TP for every enemy defeated

WONDER DOLL

A doll with a darling red helmet. Raises Agility and Luck.

Buy	Sell	Bonus
N/A	5000	Agility & Luck +50

Equip: Anise
Acquire: **Other**: Din's Trade Shop

HELMETS

ARMET HELM

An iron helmet that covers the face and head.

Buy	Sell	P.Def	F.Def	ATR
525	262	12	0	-

Equip: Luke, Guy
Acquire: **Shops**: Baticul (Pesante), Chesedonia (Spiritoso)

CROSS HELM

A type of Armet Helm. More refined than the original.

Buy	Sell	P.Def	F.Def	ATR
1980	990	25	0	-

Equip: Luke, Guy
Acquire: **Shops**: Chesedonia (Spiritoso), Sheridan (Vivacissimo)
Other: Din's Trade Shop

DUEL HELM

A gift given to a hero in an ancient land.

Buy	Sell	P.Def	F.Def	ATR
3380	1690	33	0	-

Equip: Luke, Guy
Acquire: **Shops**: Sheridan (Vivacissimo)
Maps: Meggorian Highlands (second visit)

FONIC HELM

One of the relics of the Six Kingdoms during the era of the Fonic War.

Buy	Sell	P.Def	F.Def	ATR
N/A	1	50	0	-

Equip: Luke, Guy
Acquire: **Maps**: Eldrant

GOLDEN HELM

A helmet that belonged to an ancient legendary hero.

Buy	Sell	P.Def	F.Def	ATR
N/A	1	52	0	-

Equip: Luke, Guy
Acquire: **Enemies**: Behemoth (second encounter)

IRON HELM

A helmet made of iron. Exposes the lower half of the face.

Buy	Sell	P.Def	F.Def	ATR
240	120	7	0	-

Equip: Luke, Guy
Acquire: **Shops**: St. Binah (Guisto), Baticul (Pesante), Chesedonia (Spiritoso)

KNIGHT HELM

Standard helmet of the Order of Lorelei.

Buy	Sell	P.Def	F.Def	ATR
2700	1350	30	0	-

Equip: Luke, Guy
Acquire: **Shops**: Sheridan (Vivacissimo)
Maps: Inista Marsh

LEATHER HELM

A helmet made of leather. Only protects the head.

Buy	Sell	P.Def	F.Def	ATR
150	75	6	0	-

Equip: Luke, Guy
Acquire: **Shops**: Baticul (Pesante), Engeve (Engevente), St. Binah (Guisto), Chesedonia (Spiritoso), Sheridan (Libero)

MYTHRIL HELM

A helmet made of mythril.

Buy	Sell	P.Def	F.Def	ATR
4200	2100	39	0	-

Equip: Luke, Guy
Acquire: **Shops**: Keterburg (Mobile)

RARE HELM

A perfectly crafted masterpiece.

Buy	Sell	P.Def	F.Def	ATR
7500	3750	48	0	-

Equip: Luke, Guy
Acquire: **Shops**: Chesedonia (Spiritoso)
Other: Din's Trade Shop

SILVER HELM

A helmet made of silver. Normally reserved for ceremonial use.

Buy	Sell	P.Def	F.Def	ATR
1350	675	23	0	-

Equip: Luke, Guy
Acquire: **Shops**: Chesedonia (Spiritoso), Sheridan (Vivacissimo)

STEEL HELM

A helmet made of steel. Protects the face and head.

Buy	Sell	P.Def	F.Def	ATR
700	350	15	0	-

Equip: Luke, Guy
Acquire: **Shops**: Chesedonia (Spiritoso)
Other: Din's Trade Shop

CIRCLETS

ALICE BAND

A common item to keep hair back.

Buy	Sell	P.Def	F.Def	ATR
500	250	9	0	-

Equip: Tear, Anise, Natlia
Acquire: **Shops**: Baticul (Pesante), Kaitzur (Glissando), Chesedonia (Spiritoso), Sheridan (Libero)

BRONZE CIRCLET

A circlet made of bronze.

Buy	Sell	P.Def	F.Def	ATR
1000	500	12	0	-

Equip: Tear, Anise, Natlia
Acquire: **Shops**: Baticul (Pesante), Chesedonia (Spiritoso)
Other: Din's Trade Shop

ELEMENTAL CREST

A circlet protected by Fonons. Earth/Water/Fire/Wind damage reduced by 15%

Buy	Sell	P.Def	F.Def	ATR
N/A	1	52	0	*

Equip: Tear, Anise, Natalia
Acquire: **Maps**: Replica Facility

* = Earth/Water/Fire/Wind

FONIC CREST

One of the relics of the Six Kingdoms during the era of the Fonic War.

Buy	Sell	P.Def	F.Def	ATR
N/A	1	50	0	-

Equip: Tear, Anise, Natlia
Acquire: **Maps**: Eldrant

GOLD CIRCLET

A circlet made of gold. Said to increase concentration.

Buy	Sell	P.Def	F.Def	ATR
8000	4000	24	0	-

Equip: Tear, Anise, Natalia
Acquire: **Shops**: Baticul (Attacca), Chesedonia (Spiritoso), Sheridan (Vivacissimo)

IRON CIRCLET

A circlet made of iron.

Buy	Sell	P.Def	F.Def	ATR
2000	1000	15	0	-

Equip: Tear, Anise, Natalia
Acquire: **Shops**: Chesedonia (Spiritoso)

KNIGHT CIRCLET

Standard circlet of the Order of Lorelei.

Buy	Sell	P.Def	F.Def	ATR
12000	6000	33	0	-

Equip: Tear, Anise, Natlia
Acquire: **Shops**: Sheridan (Vivacissimo)

MYTHRIL CIRCLET

A circlet made of mythril.

Buy	Sell	P.Def	F.Def	ATR
16000	8000	39	0	-

Equip: Tear, Anise, Natlia
Acquire: **Shops**: Keterburg (Mobile)
Maps: Mt. Roneal, Isle of Feres

PLATINUM CIRCLET

A circlet made of platinum. A very expensive accessory.

Buy	Sell	P.Def	F.Def	ATR
10000	5000	30	0	-

Equip: Tear, Anise, Natlia
Acquire: **Shops**: Daath (Sempre)
Other: Din's Trade Shop

RARE CIRCLET

A perfectly crafted masterpiece.

Buy	Sell	P.Def	F.Def	ATR
20000	10000	42	0	-

Equip: Tear, Anise, Natlia
Acquire: **Shops**: Baticul (Pesante)
Maps: Mt. Zaleho (second visit)

SILVER CIRCLET
A circlet made of silver.

Buy	Sell	P.Def	F.Def	ATR
6000	3000	23	0	-

Equip	Acquire
Tear, Anise, Natalia	**Shops**: Chesedonia (Spiritoso), Grand Chokmah (Scherzando), Sheridan (Vivacissimo)

STEEL CIRCLET
A circlet made of steel.

Buy	Sell	P.Def	F.Def	ATR
4000	2000	18	0	-

Equip	Acquire
Tear, Anise, Natalia	**Shops**: Chesedonia (Spiritoso), Daath (Sempre) **Maps**: Akzeriuth Mine Shaft 14 **Other**: Din's Trade Shop

HATS

AIFREAD'S HAT
A hat said to have been worn by a certain pirate.

Buy	Sell	P.Def	F.Def	ATR
N/A	1	0	52	-

Equip	Acquire
Luke, Jade, Guy	**Other**: Casino prize

BERET
A fashionable hat that also protects from the elements.

Buy	Sell	P.Def	F.Def	ATR
360	180	0	9	-

Equip	Acquire
Luke, Jade, Guy	**Shops**: Baticul (Pesante), Kaitzur (Glissando), Chesedonia (Spiritoso), Sheridan (Libero)

COWBOY HAT
Put this here hat on, and you'll be whistlin' "Home on the Range" in no time.

Buy	Sell	P.Def	F.Def	ATR
5100	2550	0	42	-

Equip	Acquire
Luke, Jade, Guy	**Shops**: Baticul (Pesante) **Maps**: Ortion Cavern (second visit)

FONIC HAT
One of the relics of the Six Kingdoms during the era of the Fonic War.

Buy	Sell	P.Def	F.Def	ATR
N/A	1	0	50	-

Equip	Acquire
Luke, Jade, Guy	**Maps**: Eldrant

GREEN BERET
A green beret adorned with feathers. Kinda makes you feel a little more nimble. Agility increased by 20.

Buy	Sell	P.Def	F.Def	ATR
900	450	0	18	-

Equip	Acquire
Luke, Jade, Guy	**Shops**: Chesedonia (Spiritoso), Daath (Sempre), Belkend (Capriccioso)

HUNTING HAT
A plaid hat worn on hunting excursions. Water damage is reduced by 5%.

Buy	Sell	P.Def	F.Def	ATR
2300	1150	0	27	Water

Equip	Acquire
Luke, Jade, Guy	**Shops**: Baticul (Attacca), Engeve (Spiccato), Chesedonia (Spiritoso) **Maps**: Shurrey Hill

KNIGHT HAT
Standard hat of the Order of Lorelei.

Buy	Sell	P.Def	F.Def	ATR
2700	1350	0	30	-

Equip	Acquire
Luke, Jade, Guy	**Shops**: Sheridan (Vivacissimo)

POINTED HAT
A finely crafted hat. They don't make 'em like this anymore! Reduces Earth damage by 5%.

Buy	Sell	P.Def	F.Def	ATR
700	350	0	15	Earth

Equip	Acquire
Luke, Jade, Guy	**Shops**: Chesedonia (Spiritoso) **Other**: Din's Trade Shop

SILK HAT
The choice of fine gentlemen. Can't pull a rabbit out of it, though. Fire damage is reduced by 5%.

Buy	Sell	P.Def	F.Def	ATR
3380	1690	0	33	Fire

Equip	Acquire
Luke, Jade, Guy	**Shops**: Sheridan (Vivacissimo) **Maps**: Tataroo Valley (second visit)

SILVER HAT
A hat embroidered with silver.

Buy	Sell	P.Def	F.Def	ATR
1380	690	0	23	-

Equip	Acquire
Luke, Jade, Guy	**Shops**: Chesedonia (Spiritoso), Grand Chokmah (Scherzando), Sheridan (Vivacissimo) **Other**: Din's Trade Shop

STRAW HAT
A round hat. Be careful not to lose it on windy days. Reduces Wind damage by 5%.

Buy	Sell	P.Def	F.Def	ATR
525	262	0	12	Wind

Equip	Acquire
Luke, Jade, Guy	**Shops**: Baticul (Pesante), Chesedonia (Spiritoso) **Other**: Din's Trade Shop

WIZARD HAT
A hat that seems to make Artes easier.

Buy	Sell	P.Def	F.Def	ATR
7500	3750	0	48	-

Equip	Acquire
Luke, Jade, Guy	**Shops**: Chesedonia (Spiritoso)

RIBBONS

ANCIENT RIBBON
A ribbon made of a rare, ancient ore.

Buy	Sell	P.Def	F.Def	ATR
5000	2500	0	41	-

Equip	Acquire
Tear, Anise, Natalia	**Shops**: Baticul (Pesante) **Maps**: Absorption Gate, Tower of Rem

BLUE RIBBON
A cute ribbon of fresh blue. Infused with the Fourth Fonon. Water damage is reduced 5%.

Buy	Sell	P.Def	F.Def	ATR
1980	990	0	24	Water

Equip	Acquire
Tear, Anise, Natalia	**Shops**: Chesedonia (Spiritoso), Sheridan (Vivacissimo)

ELEMENTAL RIBBON
A ribbon protected by Fonons. Earth/Water/Fire/Wind damage is reduced 15%.

Buy	Sell	P.Def	F.Def	ATR
N/A	1	0	50	*

Equip	Acquire
Tear, Anise, Natalia	**Other**: Replica Facility, "The Abyss"

* = Earth/Water/Fire/Wind

GREEN RIBBON
A cute ribbon of brisk green. Infused with the Third Fonon. Wind damage is reduced 5%.

Buy	Sell	P.Def	F.Def	ATR
1350	675	0	23	Wind

Equip	Acquire
Tear, Anise, Natalia	**Shops**: Chesedonia (Spiritoso), Sheridan (Vivacissimo) **Maps**: Oracle HQ **Other**: Din's Trade Shop

MAGICAL RIBBON
A ribbon with strong fonic power.

Buy	Sell	P.Def	F.Def	ATR
N/A	2925	0	43	-

Equip	Acquire
Tear, Anise, Natalia	**Other**: Din's Trade Shop

ORANGE RIBBON
A cute ribbon of calming orange. Infused with the Second Fonon. Earth damage is reduced 5%.

Buy	Sell	P.Def	F.Def	ATR
525	262	0	12	Earth

Equip	Acquire
Tear, Anise, Natalia	**Shops**: Baticul (Pesante), Chesedonia (Spiritoso)

PRETTY RIBBON
A very cute ribbon.

Buy	Sell	P.Def	F.Def	ATR
3380	1690	0	33	-

Equip	Acquire
Tear, Anise, Natalia	**Shops**: Sheridan (Vivacissimo)

PURPLE RIBBON
A cute ribbon of sacred purple. Infused with the First Fonon. Dark damage is reduced 5%.

Buy	Sell	P.Def	F.Def	ATR
2600	1300	0	28	Dark

Equip	Acquire
Tear, Anise, Natalia	**Shops**: Baticul (Attacca), Chesedonia (Spiritoso), Daath (Sempre) **Maps**: Tataroo Valley

RIBBON
A cute ribbon of crisp red. Infused with the Fifth Fonon. Fire damage is reduced 5%.

Buy	Sell	P.Def	F.Def	ATR
240	120	0	7	Fire

Equip	Acquire
Tear, Anise, Natalia	**Shops**: Baticul (Pesante), St. Binah (Guisto), Chesedonia (Spiritoso), Sheridan (Libero)

STRIPED RIBBON
A ribbon with stripes.

Buy	Sell	P.Def	F.Def	ATR
4650	2325	0	40	-

Equip	Acquire
Tear, Anise, Natalia	**Shops**: Chesedonia (Spiritoso)

TARTAN RIBBON
A ribbon with a checkered tartan pattern.

Buy	Sell	P.Def	F.Def	ATR
3750	1875	0	36	-

Equip	Acquire
Tear, Anise, Natalia	**Shops**: Daath (Sempre) **Maps**: Absorption Gate **Other**: Din's Trade Shop

YELLOW RIBBON
A cute ribbon of robust yellow. Infused with the Sixth Fonon. Light damage is reduced 5%.

Buy	Sell	P.Def	F.Def	ATR
700	350	0	15	Light

Equip	Acquire
Tear, Anise, Natalia	**Shops**: Chesedonia (Spiritoso) **Maps**: Aramis Spring

CHARMS

AMULET
Prevents all Physical Ailments.

Buy	Sell	P.Def	F.Def	ATR
10000	5000	0	0	-

Equip	Acquire
Luke, Tear, Jade, Anise, Guy, Natalia	**Shops**: Chesedonia (Con Effecto) **Other**: Din's Trade Shop

DRAIN CHARM
Prevents Weak. Also slightly resistant to Fire; Fire damage is reduced by 15%.

Buy	Sell	P.Def	F.Def	ATR
8000	4000	15	15	Fire

Equip	Acquire
Luke, Tear, Jade, Anise, Guy, Natalia	**Shops**: Chesedonia (Con Effecto), Grand Chokmah (Scherzando) **Other**: Din's Trade Shop

DRAIN WARD
50% chance of preventing Weak. Also slightly resistant to Fire; Fire damage is reduced by 5%.

Buy	Sell	P.Def	F.Def	ATR
4000	2000	5	5	Fire

Equip	Acquire
Luke, Tear, Jade, Anise, Guy, Natalia	**Shops:** Baticul (Dolcissimo), Chesedonia (Con Effecto) **Maps:** Inista Marsh

HEAL BRACELET
Restores 10% of Max HP for every enemy defeated.

Buy	Sell	P.Def	F.Def	ATR
N/A	2000	0	0	-

Equip	Acquire
Luke, Tear, Jade, Anise, Guy, Natalia	**Other**: Din's Trade Shop

LAUREL
Prevents all Magical Ailments.

Buy	Sell	P.Def	F.Def	ATR
N/A	5000	0	0	-

Equip	Acquire
Luke, Tear, Jade, Anise, Guy, Natalia	**Enemies**: Blade Rex **Other**: Din's Trade Shop

PARALYSIS CHARM
Prevents Paralysis. Also slightly resistant to Wind; Wind damage is reduced by 15%.

Buy	Sell	P.Def	F.Def	ATR
5000	2500	15	15	Wind

Equip	Acquire
Luke, Tear, Jade, Anise, Guy, Natalia	**Shops**: Chesedonia (Con Effecto), Grand Chokmah (Scherzando) **Other**: Din's Trade Shop

PARALYSIS WARD
50% chance of preventing Paralysis. Also slightly resistant to Wind; Wind damage is reduced by 5%.

Buy	Sell	P.Def	F.Def	ATR
2000	1000	5	5	Wind

Equip	Acquire
Luke, Tear, Jade, Anise, Guy, Natalia	**Shops**: Baticul (Dolcissimo), Chesedonia (Con Effecto) **Maps**: Grand Chokmah **Other**: Din's Trade Shop

POISON CHARM
Prevents Posion. Also slightly resistant to Water; Water damage is reduced by 15%.

Buy	Sell	P.Def	F.Def	ATR
4000	2000	15	15	Water

Equip	Acquire
Luke, Tear, Jade, Anise, Guy, Natalia	**Shops**: Chesedonia (Con Effecto), Grand Chokmah (Scherzando) **Other**: Din's Trade Shop

POISON WARD
50% chance of preventing Poison. Also slightly resistant to Water; Water damage is reduced by 5%.

Buy	Sell	P.Def	F.Def	ATR
1000	500	5	5	Water

Equip	Acquire
Luke, Tear, Jade, Anise, Guy, Natalia	**Shops**: Baticul (Dolcissimo), Chesedonia (Con Effecto) **Map**: Belkend **Other**: Din's Trade Shop

SPIRIT BANGLE
Restored 5% of Max TP for every enemy defeated.

Buy	Sell	P.Def	F.Def	ATR
N/A	2000	0	0	-

Equip	Acquire
Luke, Tear, Jade, Anise, Guy, Natalia	**Other**: Din's Trade Shop

STONE CHARM
Prevents Petrification. Also slightly resistant to Earth; Earth damage is reduced by 15%.

Buy	Sell	P.Def	F.Def	ATR
8000	4000	15	15	Earth

Equip	Acquire
Luke, Tear, Jade, Anise, Guy, Natalia	**Shops**: Chesedonia (Con Effecto), Grand Chokmah (Scherzando) **Other**: Din's Trade Shop

STONE WARD
50% chance of preventing Petrification. Also slightly resistant to Earth; Earth damage is reduced by 5%.

Buy	Sell	P.Def	F.Def	ATR
4000	2000	5	5	Earth

Equip	Acquire
Luke, Tear, Jade, Anise, Guy, Natalia	**Shops**: Baticul (Dolcissimo), Chesedonia (Con Effecto) **Other**: Din's Trade Shop

STUN BRACELET
A bracelet that reduces the duration of Stun by 50%.

Buy	Sell	P.Def	F.Def	ATR
5000	2500	0	0	-

Equip	Acquire
Luke, Tear, Jade, Anise, Guy, Natalia	**Shops**: Baticul (Dolcissimo), Chesedonia (Con Effecto)

STUN TALISMAN
Prevents Stun.

Buy	Sell	P.Def	F.Def	ATR
8000	4000	0	0	-

Equip	Acquire
Luke, Tear, Jade, Anise, Guy, Natalia	**Shops**: Chesedonia (Con Effecto) **Maps**: Mt. Zaleho (second visit)

TEAR'S PENDANT
A memento of Tear's mother. A valuable accessory in its own right. Fonic Attack and Fonic Defense increase by 20%.

Buy	Sell	P.Def	F.Def	ATR
N/A	12500	0	0	-

Equip	Acquire
Tear	**Other**: "Tear's Pendant" Sub Event

WORLD CHARM
Sometimes prevents Status Effects; 50% chance. Also raises P.Def and F.Def.

Buy	Sell	P.Def	F.Def	ATR
N/A	5000	50	50	-

Equip	Acquire
Luke, Tear, Jade, Anise, Guy, Natalia	**Other**: Din's Trade Shop

RINGS

ATTACK RING
A ring engraved with a sword. Raises both P.Atk and F.Atk by 10% during battle.

Buy	Sell	P.Def	F.Def	ATR
N/A	4000	0	0	-

Equip	Acquire
Luke, Tear, Jade, Anise, Guy, Natalia	**Other:** Din's Trade Shop, Casino prize

DEFENSE RING
A ring engraved with a shield. Raises both P.Def and F.Def by 10% during battle.

Buy	Sell	P.Def	F.Def	ATR
N/A	4000	0	0	-

Equip	Acquire
Luke, Tear, Jade, Anise, Guy, Natalia	**Other**: Din's Trade Shop, Casino prize

EFFECTI RING
A ring engraved with a devil. Reduces all damage by 15%.

Buy	Sell	P.Def	F.Def	ATR
N/A	12500	0	0	*

Equip	Acquire
Luke, Tear, Jade, Anise, Guy, Natalia	**Other**: Din's Trade Shop

* = Earth/Water/Fire/Wind/Light/Dark

EMERALD RING
A ring with an emerald. Reduces TP consumption by 33%.

Buy	Sell	P.Def	F.Def	ATR
N/A	5000	0	0	-

Equip	Acquire
Luke, Tear, Jade, Anise, Guy, Natalia	**Enemy:** Gigant Mohs **Other**: Din's Trade Shop

FAERIE RING
A ring engraved with a fairy. Reduces TP consumption by 50%.

Buy	Sell	P.Def	F.Def	ATR
N/A	10000	0	0	-

Equip: Luke, Tear, Jade, Anise, Guy, Natalia
Acquire: **Enemies**: Mint Adnade; **Other**: Din's Trade Shop

FORCE RING
A ring engraved with a war god. Reduces physical damage by 20%.

Buy	Sell	P.Def	F.Def	ATR
N/A	5000	0	0	-

Equip: Luke, Tear, Jade, Anise, Guy, Natalia
Acquire: **Enemies**: Van (First Encounter); **Other**: Din's Trade Shop

HOLY RING
Restores 1% of wearer's Max HP every 5 second during battle.

Buy	Sell	P.Def	F.Def	ATR
N/A	750	0	0	-

Equip: Luke, Tear, Jade, Anise, Guy, Natalia
Acquire: **Other**: Din's Trade Shop, Sub Event – Port Sheridan Warehouse

PROTECT RING
A ring engraved with a war god. Reduces physical damage by 10%.

Buy	Sell	P.Def	F.Def	ATR
5000	2500	0	0	-

Equip: Luke, Tear, Jade, Anise, Guy, Natalia
Acquire: **Shops**: Baticul (Dolcissimo), Chesedonia (Con Effecto); **Enemies**: Uniceros; **Other**: Din's Trade Shop

REFLECT RING
A ring engraved with a goddess. Reduces all elemental damage by 20%.

Buy	Sell	P.Def	F.Def	ATR
N/A	5000	0	0	-

Equip: Luke, Tear, Jade, Anise, Guy, Natalia
Acquire: **Enemies**: Largo (Second Encounter); **Other**: Din's Trade Shop

RESIST RING
A ring engraved with a goddess. Reduces elemental damage by 10%.

Buy	Sell	P.Def	F.Def	ATR
5000	2500	0	0	*

Equip: Luke, Tear, Jade, Anise, Guy, Natalia
Acquire: **Shops**: Baticul (Dolcissimo), Chesedonia (Con Effecto); **Enemies**: Tyrannopion; **Other**: Din's Trade Shop

* = Earth/Water/Fire/Wind/Light/Dark

SAPPHIRE RING
A ring with a star sapphire. Reduces TP consumption by 25%.

Buy	Sell	P.Def	F.Def	ATR
N/A	2500	0	0	-

Equip: Luke, Tear, Jade, Anise, Guy, Natalia
Acquire: **Enemies**: Legretta (Second Encounter); **Other**: Din's Trade Shop

SPIRIT RING
Restores 1% of wearers' Max TP every 5 seconds during battle.

Buy	Sell	P.Def	F.Def	ATR
N/A	750	0	0	-

Equip: Luke, Tear, Jade, Anise, Guy, Natalia
Acquire: **Enemies**: Sync (Second Encounter); **Other**: Din's Trade Shop

CRESTS

DARK SEAL
EXP x1.5 (must be equipped prior to battle), enemy damage x2, Artes sealed.

Buy	Sell	P.Def	F.Def	ATR
N/A	5000	0	0	-

Equip: Luke, Tear, Jade, Anise, Guy, Natalia
Acquire: **Maps**: Belkend; **Other**: Din's Trade Shop

DEMON'S SEAL
EXP x2 (must be equipped prior to battle), causes Physical Ailments during battle.

Buy	Sell	P.Def	F.Def	ATR
N/A	20000	0	0	-

Equip: Luke, Tear, Jade, Anise, Guy, Natalia
Acquire: **Maps**: Sheridan; **Other**: Din's Trade Shop

FONIC SYMBOL
A crest engraved with fonic writing. Raises F.Def by 10%.

Buy	Sell	P.Def	F.Def	ATR
N/A	4000	0	0	-

Equip: Luke, Tear, Jade, Anise, Guy, Natalia
Acquire: **Other**: Din's Trade Shop, Casino prize

FONIC MARK
A crest engraved with fonic writing. Raises F.Atk by 10%.

Buy	Sell	P.Def	F.Def	ATR
N/A	4000	0	0	-

Equip: Luke, Tear, Jade, Anise, Guy, Natalia
Acquire: **Other**: Din's Trade Shop, Casino prize

HOLY SYMBOL
A holy relic. Restores 3% of max HP every 5 seconds.

Buy	Sell	P.Def	F.Def	ATR
N/A	4000	0	0	-

Equip: Luke, Tear, Jade, Anise, Guy, Natalia
Acquire: **Other**: Din's Trade Shop

JEWEL OF LORELEI
Created by Yulia through the power of the Lorelei. Has the power to diffuse the Seventh Fonon. Restores 10% Max HP and TP every 5 seconds.

Buy	Sell	P.Def	F.Def	ATR
N/A	1	0	0	-

Equip: Luke
Acquire: Other: Inside the Tower of Rem

KNIGHT SYMBOL
A crest with the symbol of the Order of Lorelei. Increases critical hit rate by 3%.

Buy	Sell	P.Def	F.Def	ATR
N/A	500	0	0	-

Equip: Luke, Tear, Jade, Anise, Guy, Natalia
Acquire: **Other**: Din's Trade Shop

KRONA SYMBOL
No, not "Klonoa". Protects against all Status Effects.

Buy	Sell	P.Def	F.Def	ATR
N/A	25000	0	0	-

Equip: Luke, Tear, Jade, Anise, Guy, Natalia
Acquire: **Enemies**: Van (Second encounter); **Other**: Din's Trade Shop

MAESTRO STONE
A crest made from fonstone carved with a portion of the Score. Reduces casting time and TP consumption by 25%.

Buy	Sell	P.Def	F.Def	ATR
N/A	1	0	0	-

Equip: Asch
Acquire: **Other**: Asch starts with this

MYSTIC MARK
The mark of a fonist. Reduces casting time by 15%.

Buy	Sell	P.Def	F.Def	ATR
N/A	5000	0	0	-

Equip: Luke, Tear, Jade, Anise, Guy, Natalia
Acquire: **Enemies**: Arietta (Second Encounter); **Other**: Din's Trade Shop

MYSTIC SYMBOL
The mark of a scorist. Reduces casting time by 25%.

Buy	Sell	P.Def	F.Def	ATR
N/A	10000	0	0	-

Equip: Luke, Tear, Jade, Anise, Guy, Natalia
Acquire: **Enemies**: Sync (Third Encounter), Sync Replica; **Other**: Din's Trade Shop

SPIRIT SYMBOL
A spiritual relic. Restores 3% of Max TP every 5 seconds.

Buy	Sell	P.Def	F.Def	ATR
N/A	4000	0	0	-

Equip: Luke, Tear, Jade, Anise, Guy, Natalia
Acquire: **Enemies**: Legretta (Third Encounter); **Other**: Din's Trade Shop

STRANGE MARK
A crest that shortens the time a fonist is immobile after casting a fonic art by 20%.

Buy	Sell	P.Def	F.Def	ATR
N/A	5000	0	0	-

Equip: Luke, Tear, Jade, Anise, Guy, Natalia
Acquire: **Other**: Din's Trade Shop, Sub Event – Grand Chokmah Warehouse

WONDER SYMBOL
A crest that shortens the time a fonist is immobile after casting a fonic arte by 40%.

Buy	Sell	P.Def	F.Def	ATR
N/A	10000	0	0	-

Equip: Luke, Tear, Jade, Anise, Guy, Natalia
Acquire: **Enemies**: Asch (Second Encounter); **Other**: Din's Trade Shop

CAPES

AQUA CAPE

A cape with a crest of the Fourth Fonon. Raises Water resistance by 30%.

Buy	Sell	P.Def	F.Def	ATR
2800	1400	28	14	Water

Equip: Luke, Tear, Jade, Anise, Guy, Natalia

Acquire: **Shops**: Sheridan (Vivacissimo)
Map: Tataroo Valley (second visit)

CAPE

A generic cape made of cloth. A standard accessory for rookies.

Buy	Sell	P.Def	F.Def	ATR
130	65	5	2	-

Equip: Luke, Tear, Jade, Anise, Guy, Natalia

Acquire: **Shops**: Baticul (Pesante), Engeve (Engevente), St. Binah (Guisto), Kaitzur (Glissando), Chesedonia (Spiritoso), Sheridan (Libero)
Maps: Tataroo Valley
Other: Din's Trade Shop

EARTH CAPE

A cape with a crest of the Second Fonon. Raises Earth resistance by 30%.

Buy	Sell	P.Def	F.Def	ATR
6250	3125	40	20	Earth

Equip: Luke, Tear, Jade, Anise, Guy, Natalia

Acquire: **Shops**: Chesedonia (Spiritoso)

ELVEN CAPE

A green cape from a legendary race. Earth/Water/Fire/Wind defense is raised 5%, and Agility is raised by 30.

Buy	Sell	P.Def	F.Def	ATR
1650	825	20	10	*

Equip: Luke, Tear, Jade, Anise, Guy, Natalia

Acquire: **Shops**: Baticul (Attacca), Daath (Feroce), Sheridan (Vivacissimo)
Other: Din's Trade Shop

* = Earth/Water/Fire/Wind

FLARE CAPE

A cape with the crest of the Fifth Fonon. Raises Fire resistance by 30%.

Buy	Sell	P.Def	F.Def	ATR
1900	950	23	11	Fire

Equip: Luke, Tear, Jade, Anise, Guy, Natalia

Acquire: **Shops**: Baticul (Attacca), Engeve (Spiccato), Chesedonia (Spiritoso)
Maps: Mt. Zaleho (second visit)

LEATHER CAPE

A cape made of leather. A standard accessory for an adventurer.

Buy	Sell	P.Def	F.Def	ATR
580	290	13	6	-

Equip: Luke, Tear, Jade, Anise, Guy, Natalia

Acquire: **Shops**: Chesedonia (Spiritoso)
Other: Din's Trade Shop

THIEF'S CAPE

The cape of choice for thieves. Raises Agility by 15.

Buy	Sell	P.Def	F.Def	ATR
750	375	15	7	-

Equip: Luke, Tear, Jade, Anise, Guy, Natalia

Acquire: **Shops**: Chesedonia (Spiritoso), Daath (Sempre), Belkend (Capriccioso)
Other: Din's Trade Shop

WIND CAPE

A cape with a crest of the Third Fonon. Raises Wind resistance by 30%.

Buy	Sell	P.Def	F.Def	ATR
N/A	2000	34	17	Wind

Equip: Luke, Tear, Jade, Anise, Guy, Natalia

Acquire: **Maps**: Mt. Roneal

BOOTS

FINE BOOTS

Improved leather boots. Indispensable on long journeys. Agility is raised by 10.

Buy	Sell	P.Def	F.Def	ATR
750	375	13	0	-

Equip: Luke, Tear, Jade, Anise, Guy, Natalia

Acquire: **Shops**: Daath (Sempre)
Other: Din's Trade Shop

HEAVY BOOTS

Improved iron boots. Good, but heavy. Agility is increased by 25.

Buy	Sell	P.Def	F.Def	ATR
3000	1500	24	0	-

Equip: Luke, Tear, Jade, Anise, Guy, Natalia

Acquire: **Shops**: Baticul (Attacca), Daath (Feroce)

IRON BOOTS

Boots made of iron. Agility is raised by 20.

Buy	Sell	P.Def	F.Def	ATR
1500	750	20	0	-

Equip: Luke, Tear, Jade, Anise, Guy, Natalia

Acquire: **Shops**: Chesedonia (Spiritoso), Daath (Sempre), Grand Chokmah (Scherzando), Sheridan (Vivacissimo)

LEATHER BOOTS

Normal, everyday, run-of-the-mill boots. Comfy feet carry you through battle. Agility is raised by 2.

Buy	Sell	P.Def	F.Def	ATR
100	50	8	0	-

Equip: Luke, Tear, Jade, Anise, Guy, Natalia

Acquire: **Shops**: Baticul (Pesante), Kaitzur (Glissando), Chesedonia (Spiritoso), Desert Oasis (Fresco), Akzeriuth (Vittorioso), Sheridan (Libero)
Other: Din's Trade Shop

MYTHRIL BOOTS

Boots made of mythril. Agility is raised by 80.

Buy	Sell	P.Def	F.Def	ATR
10000	5000	33	0	-

Equip: Luke, Tear, Jade, Anise, Guy, Natalia

Acquire: **Shops**: Keterburg (Mobile)
Maps: Absorption Gate

PERSIAN BOOTS

Cute boots in the shape of cats' paws. Agility is increased by 300.

Buy	Sell	P.Def	F.Def	ATR
N/A	1	38	0	-

Equip: Luke, Tear, Jade, Anise, Guy, Natalia

Acquire: **Maps**: Isle of Feres

RARE BOOTS

A perfectly crafted masterpiece. Agility is raised by 120.

Buy	Sell	P.Def	F.Def	ATR
15000	7500	35	0	-

Equip: Luke, Tear, Jade, Anise, Guy, Natalia

Acquire: **Shops**: Baticul (Pesante)
Other: Din's Trade Shop

SILVER BOOTS

Boots made of silver. Normally reserved for ceremonial use. Agility is raised by 50.

Buy	Sell	P.Def	F.Def	ATR
1000	500	18	0	-

Equip: Luke, Tear, Jade, Anise, Guy, Natalia

Acquire: **Shops**: Chesedonia (Spiritoso), Daath (Sempre)
Other: Din's Trade Shop

JEWELS

ALEXANDRITE

A jewel that strengthens one's resolve. Increases max HP & TP by 25%.

Buy	Sell	P.Def	F.Def	ATR
N/A	7500	0	0	-

Equip: Luke, Tear, Jade, Anise, Guy, Natalia

Acquire: **Other**: Din's Trade Shop

AQUAMARINE

A gem protected by the Fourth Fonon. Believed to guard against shipwrecks. Water damage is reduced by 50%.

Buy	Sell	P.Def	F.Def	ATR
10000	5000	0	0	Water

Equip: Luke, Tear, Jade, Anise, Guy, Natalia

Acquire: **Shops**: Baticul (Dolcissimo), Chesedonia (Con Effecto)
Maps: Mt. Roneal
Enemies: Ancyclopolyp
Other: Din's Trade Shop

BLACK ONYX

Dispels evil to keep you balanced. Raises Max HP by 30%.

Buy	Sell	P.Def	F.Def	ATR
N/A	5000	0	0	-

Equip: Luke, Tear, Jade, Anise, Guy, Natalia

Acquire: **Enemies**: Largo (Third Encounter)
Other: Din's Trade Shop

GARNET

A gem protected by the Fifth Fonon. Said to prevent illness. Fire damage is reduced by 50%.

Buy	Sell	P.Def	F.Def	ATR
10000	5000	0	0	Fire

Equip: Luke, Tear, Jade, Anise, Guy, Natalia

Acquire: **Shops**: Baticul (Dolcissimo), Chesedonia (Con Effecto)
Enemies: Largo (first encounter), Largo Replica
Other: Din's Trade Shop

MAGIC MIST

A crystal with smoke sealed inside. Increases escape speed.

Buy	Sell	P.Def	F.Def	ATR
5000	2500	0	0	-

Equip: Luke, Tear, Jade, Anise, Guy, Natalia

Acquire: **Shops**: Baticul (Dolcissimo), Chesedonia (Con Effecto)
Maps: Kaiser Dist RX
Other: Din's Trade Shop

MOONSTONE

Makes one very sensitive. Raises Max TP by 30%.

Buy	Sell	P.Def	F.Def	ATR
N/A	5000	0	0	-

Equip	Acquire
Luke, Tear, Jade, Anise, Guy, Natalia	**Enemies**: Hresvelgr (Second Encounter) **Other**: Din's Trade Shop

OPAL

A gem protected by the third Fonon. Hard to handle and affects those who posses it. Wind damage is reduced by 50%.

Buy	Sell	P.Def	F.Def	ATR
10000	5000	0	0	Wind

Equip	Acquire
Luke, Tear, Jade, Anise, Guy, Natalia	**Shops**: Baticul (Dolcissimo), Chesedonia (Con Effecto) **Enemies**: Repair Fonbot **Other**: Din's Trade Shop

RUBY

A gem protected by the Second Fonon. Used for safeguarding love, happiness and bravery. Earth damage is reduced by 50%.

Buy	Sell	P.Def	F.Def	ATR
10000	5000	0	0	Earth

Equip	Acquire
Luke, Tear, Jade, Anise, Guy, Natalia	**Shops**: Baticul (Dolcissimo), Chesedonia (Con Effecto) **Enemies**: Fyr Bronc **Other**: Din's Trade Shop

SCULPTURES

BLUE DICE

Made from aqua sapphire. Raises GRADE earned by 20%.

Buy	Sell	P.Def	F.Def	ATR
N/A	3000	0	0	-

Equip	Acquire
Luke, Tear, Jade, Anise, Guy, Natalia	**Enemies**: Nebilim

BLUE SEPHIRA

A sculpture of an unnamed goddess. Equip it to earn 100% more Gald.

Buy	Sell	P.Def	F.Def	ATR
N/A	3000	0	0	-

Equip	Acquire
Luke, Tear, Jade, Anise, Guy, Natalia	**Enemies**: Arietta (Third Encounter) **Other**: Din's Trade Shop

DICE

Carved from the fossil of an animal. Increases GRADE earned by 10%.

Buy	Sell	P.Def	F.Def	ATR
N/A	1500	0	0	-

Equip	Acquire
Luke, Tear, Jade, Anise, Guy, Natalia	**Enemies**: Kaiser Dist XX

REBIRTH DOLL

A statue symbolizing sacrifice. Automatically resurrects its KO'd wearer.

Buy	Sell	P.Def	F.Def	ATR
50000	25000	0	0	-

Equip	Acquire
Luke, Tear, Jade, Anise, Guy, Natalia	**Shops**: Daath (Feroce) **Maps**: Isle of Feres, Tower of Rem **Other**: Din's Trade Shop

SEPHIRA

A sculpture of an unnamed goddess. Equip it to earn 50% more Gald.

Buy	Sell	P.Def	F.Def	ATR
N/A	1500	10	10	-

Equip	Acquire
Luke, Tear, Jade, Anise, Guy, Natalia	**Enemies**: Legretta (First Encounter), Legretta Replica

Tools

Money Matters

Remember that the Buy/Sell ratings are only for the *base cost* of the item. Individual shops charge more or less depending on their supply lines (see the Shop Listings for precise numbers).

ALL DIVIDE

Reduces all damage inflicted on allies and enemies during battle by 50%. Lasts 1 minute.

Buy	Sell	Use
N/A	1	Battle

Acquire

Shops: Grand Chokmah (Brillante)
Enemies: Van (Third encounter, steal)
Other: Din's Trade Shop

APPLE GEL

A sweet, gummi medicine. Restores 30% max HP.

Buy	Sell	Use
150	75	Field/Battle

Acquire

Shops: Baticul (Virtuoso), Engeve (Engevente), St. Binah (Amabile, Facile), Kaitzur (Coperti, Glissando), Kaitzur Naval Port (Posato), Chesedonia (Fieramente), Desert Oasis (Lento), Akzeriuth (Akzerissimo), Yulia City (Risoluto), Daath (Arioso), Grand Chokmah (Crescendo), Sheridan (Chesedente), Belkend (Dissonante), Katsbert Ferry (A Piacere)
Maps: Baticul, Tataroo Valley, Cheagle Woods, Tartarus, Fubras River (x2), Choral Castle, Abandoned Factory (x2), Desert Oasis, Zao Ruins, Deo Pass (x3), Isle of Feres (x2)
Enemies: Caerurea, Filifolia, Heterodoxa, High Knight Replica (1), Hilaris, Liger (first encounter), Microcalyx, Minutissima, Muscipula, Oracle Knight (2), Thief (steal), Veitchii
Other: Din's Trade Shop, Chesedonia, Distribution, and You Sub Event (x2), Man in Akzeriuth (x3)

BASIL

A medicinal herb. Increases F.Def by 1.

Buy	Sell	Use
N/A	1	Field

Acquire

Maps: Mushroom Road (x2)
Enemies: Ancyclopolyp, Veitchii
Other: Din's Trade Shop

CHAMOMILE

A medicinal herb. Increases F.Atk by 1.

Buy	Sell	Use
N/A	1	Field

Acquire

Maps: Mushroom Road (x2)
Enemies: Alraune, Legretta (First Encounter), Legretta Replica
Other: Din's Trade Shop

CURE BOTTLE

Cures physical ailments: Poison, Paralysis, Petrification, Sealed Artes, Weak, and Illness.

Buy	Sell	Use
1000	500	Field/Battle

Acquire

Shops: St. Binah (Sostenuto), Desert Oasis (Lento)
Maps: Shurrey Hill
Other: Din's Trade Shop

DARK BOTTLE

A vessel holding pure darkness. Monsters notice the party more.

Buy	Sell	Use
300	150	Field

Acquire

Shops: Baticul (Virtuoso), St. Binah (Sostenuto), Chesedonia (Fieramente), Desert Oasis (Lento), Akzeriuth (Akzerissimo), Yulia City (Risoluto), Daath (Arioso), Grand Chokmah (Crescendo), Belkend (Dissonante)

DINEI BOTTLE

Cures magical ailments.

Buy	Sell	Use
1000	500	Field/Battle

Acquire

Shops: St. Binah (Sostenuto), Chesedonia (Fieramente), Desert Oasis (Lento)
Maps: Shurrey Hill, Mt. Roneal
Enemies: Treant
Other: Din's Trade Shop

HOLY BOTTLE

A vessel holding pure holiness. Monsters notice the party less.

Buy	Sell	Use
300	150	Field

Acquire

Shops: Baticul (Virtuoso), St. Binah (Sostenuto), Chesedonia (Fieramente), Desert Oasis (Lento), Akzeriuth (Akzerissimo), Yulia City (Risoluto), Daath (Arioso), Grand Chokmah (Crescendo), Belkend (Dissonante)
Maps: Mushroom Road, Replica Facility

HOURGLASS

Temporarily freezes the enemy during battle.

Buy	Sell	Use
2	1	Battle

Acquire

Shops: Grand Chokmah (Brillante)
Maps: Keterburg, Isle of Feres
Shops: Din's Trade Shop

LAVENDER

A medicinal herb. Increases P.Atk by 1.

Buy	Sell	Use
N/A	1	Field

Acquire

Maps: Mushroom Road
Enemies: Abaddon, Rafflesian
Other: Din's Trade Shop

LEMON GEL

A sweet, gummi medicine. Recovers 60% max HP.

Buy	Sell	Use
1000	500	Field/Battle

Acquire

Shops: Baticul (Virtuoso), St. Binah (Amabile, Facile), Kaitzur (Coperti), Kaitzur Naval Port (Posato), Chesedonia (Fieramente), Desert Oasis (Lento), Akzeriuth (Akzerissimo), Yulia City (Risoluto), Daath (Arioso), Grand Chokmah (Crescendo), Sheridan (Chesedente), Belkend (Dissonante), Katsbert Ferry (A Piacere)
Maps: Baticul, Oracle HQ, Theor Forest, Zao Ruins (second visit), Tataroo Valley (second visit), Mt. Roneal (x2)
Enemies: Kimlascan Rune, Rune Replica (2)
Other: Din's Trade Shop

LIFE BOTTLE

Revives KO'd ally with 30% HP and 15% TP.

Buy	Sell	Use
500	250	Battle/Field

Acquire

Shops: Baticul (Virtuoso), Engeve (Engevente), St. Binah (Sostenuto), Kaitzur (Coperti), Kaitzur Naval Port (Posato), Chesedonia (Fieramente), Desert Oasis (Lento), Akzeriuth (Akzerissimo), Yulia City (Risoluto), Daath (Arioso), Grand Chokmah (Crescendo), Sheridan (Chesedente), Belkend (Dissonante), Katsbert Ferry (A Piacere)
Maps: Tataroo Valley (first visit), Engeve Rose's Residence, Cheagle Woods (x2), Tartarus, Fubras River, Choral Castle (x2), Abandoned Factory, Zao Ruins, Akzeriuth Mine Shaft 14, Ortion Cavern, Oracle HQ, Theor Forest (x2), Tataroo Valley (second visit), Mt. Zaleho (second visit) (x2), Replica Facility
Enemies: High Oracle Knight (1), Liger Queen, Oracle Knight (4)
Other: Din's Trade Shop, Tear joins in Tataroo Valley, Man in Akzeriuth, Casino prize

LOTTERY GEL

Maybe something good. Maybe not. You won't know until you try it.

Buy	Sell	Use
2	1	Field/Battle

Acquire

Shops: Grand Chokmah (Brillante)
Maps: Tower of Rem
Other: Din's Trade Shop

MAGIC LENS

A mysterious lens that reveals enemy statistics.

Buy	Sell	Use
10	5	Battle

Acquire

Shops: Baticul (Virtuoso), Engeve (Engevente), St. Binah (Amabile, Facile), Kaitzur (Coperti, Glissando), Kaitzur Naval Port (Posato), Chesedonia (Fieramente), Desert Oasis (Lento), Akzeriuth (Akzerissimo), Yulia City (Risoluto), Daath (Arioso), Grand Chokmah (Crescendo), Sheridan (Chesedente), Belkend (Dissonante)
Maps: Cheagle Woods, Fubras River, Abandoned Factory, Theor Forest, Isle of Feres
Enemies: Hooligan

MELANGE GEL

A sweet, gummi medicine. Recovers 30% max HP and TP.

Buy	Sell	Use
1000	500	Field/Battle

Acquire

Shops: Baticul (Virtuoso), St. Binah (Amabile, Facile, Sostenuto), Kaitzur (Coperti), Kaitzur Naval Port (Posato), Chesedonia (Fieramente), Desert Oasis (Lento), Akzeriuth (Akzerissimo), Yulia City (Risoluto), Grand Chokmah (Crescendo), Keterburg (Mobile)
Maps: Oracle HQ (x2), Meggiora Highlands (second visit), Mt. Zaleho (second visit), Isle of Feres, Tower of Rem
Other: Din's Trade Shop, Casino prize

MIRACLE GEL

A sweet, gummi medicine. Recovers 60% max HP and TP.

Buy	Sell	Use
3000	1500	Field/Battle

Acquire

Shops: Baticul (Virtuoso), St. Binah (Sostenuto), Chesedonia (Fieramente), Keterburg (Mobile)
Maps: Oracle HQ, Meggiora Highlands (second visit), Mushroom Road, Replica Facility (x3)
Other: Din's Trade Shop, New Gel Shop Sub Event completed

NECTAR BOTTLE

Prevents magical ailments for 1 minute during battle.

Buy	Sell	Use
N/A	1000	Battle

Acquire

Enemies: Guard Replica
Other: Din's Trade Shop

ORANGE GEL

A sweet, gummi medicine. Recovers 30% max TP.

Buy	Sell	Use
250	125	Field/Battle

Acquire

Shops: Baticul (Virtuoso), Engeve (Engevente), St. Binah (Amabile, Facile), Kaitzur (Coperti), Kaitzur Naval Port (Posato), Chesedonia (Fieramente), Desert Oasis (Lento), Akzeriuth (Akzerissimo), Yulia City (Risoluto), Daath (Arioso), Grand Chokmah (Crescendo), Sheridan (Chesedente), Belkend (Dissonante), Katsbert Ferry (A Piacere)
Maps: Tataroo Valley, Cheagle Woods (x2), Fubras River, Katsbert Ferry, Abandoned Factory, Zao Ruins, Deo Pass, Grand Chokmah
Enemies: Kaiser Dist R, Oracle Knight (2)
Other: Din's Trade Shop, Tear joins in Tataroo, Man in Akzeriuth (x3)

PANACEA BOTTLE

Cures both physical and magical ailments.

Buy	Sell	Use
2000	1000	Field/Battle

Acquire

Shops: Baticul (Virtuoso), St. Binah (Amabile, Facile), Kaitzur (Coperti), Kaitzur Naval Port (Posato), Chesedonia (Fieramente), Akzeriuth (Akzerissimo), Yulia City (Risoluto), Grand Chokmah (Crescendo), Sheridan (Chesedente), Belkend (Dissonante)
Maps: Abandoned Factory, Zao Ruins, Deo Pass, Akzeriuth Mine Shaft 14, Aramis Spring, Theor Forest, Shurrey Hill, Tataroo Valley (second visit), Mt. Roneal
Other: Din's Trade Shop, Man in Akzeriuth

PARALYSIS BOTTLE

Cures Paralysis.

Buy	Sell	Use
150	75	Field/Battle

Acquire

Shops: Baticul (Virtuoso), St. Binah (Facile, Sostenuto), Kaitzur Naval Port (Posato), Chesedonia (Fieramente), Daath (Arioso), Grand Chokmah (Crescendo), Belkend (Dissonante)
Enemies: Dark (drop/steal), Ligan, Thunder Bat
Other: Din's Trade Shop

PINEAPPLE GEL

A sweet, gummi medicine. Recovers 60% max TP.

Buy	Sell	Use
1500	750	Field/Battle

Acquire

Shops: Baticul (Virtuoso), St. Binah (Amabile, Facile), Kaitzur (Coperti), Kaitzur Naval Port (Posato), Chesedonia (Fieramente), Desert Oasis (Lento), Akzeriuth (Akzerissimo), Yulia City (Risoluto), Daath (Arioso), Grand Chokmah (Crescendo), Sheridan (Chesedente), Belkend (Dissonante), Katsbert Ferry (A Piacere)
Maps: Aramis Spring, Theor Forest, Zao Ruins (second visit), Mt. Zaleho (second visit), Mt. Roneal (x2), Absorption Gate (x2), Isle of Feres (x2), Tower of Rem
Other: Din's Trade Shop

POISON BOTTLE

Cures Poison.

Buy	Sell	Use
150	75	Field/Battle

Acquire

Shops: Baticul (Virtuoso), St. Binah (Facile, Sostenuto), Kaitzur (Coperti), Kaitzur Naval Port (Posato), Chesedonia (Fieramente), Daath (Arioso), Grand Chokmah (Crescendo), Belkend (Dissonante)
Enemies: Bee Knight, Death Bee Knight, Killer Bee, Poison Bat
Other: Din's Trade Shop, Chesedonia, Distribution, and You Sub Event (x2)

RED BASIL

A medicinal herb. Increases F.Def by 3.

Buy	Sell	Use
N/A	1	Field

Acquire

Maps: Shurrey Hill, Absorption Gate, Replica Facility, Mushroom Road
Enemies: Behemoth (second encounter, drop/steal), Caerurea
Other: Din's Trade Shop

RED CHAMOMILE

A medicinal herb. Increases F.Atk by 3.

Buy	Sell	Use
N/A	1	Field

Acquire

Maps: Tower of Rem, Ortion Cavern (second visit)
Enemies: Hresvelgr (second encounter)
Other: Din's Trade Shop

RED LAVENDER

A medicinal herb. Increases P.Atk by 3.

Buy	Sell	Use
N/A	1	Field

Acquire

Enemies: Arietta (second encounter), Leviathan
Maps: Mt. Roneal, Isle of Feres, Eldrant
Other: Din's Trade Shop

RED SAGE

A medicinal herb. Increases max HP by 30.

Buy	Sell	Use
N/A	1	Field

Acquire

Enemies: Legretta (second encounter), Sharklier
Maps: Absorption Gate, Eldrant
Other: Din's Trade Shop

RED SAFFRON

A medicinal herb. Increases AGL by 3.

Buy	Sell	Use
N/A	1	Field

Acquire

Enemies: Gigant Mohs, Storm Spirit
Maps: Radiation Gate, Replica Facility
Other: Din's Trade Shop

RED SAVORY

Increases max TP by 30.

Buy	Sell	Use
N/A	1	Field

Acquire

Maps: Oracle HQ, Absorption Gate
Enemies: Fyr Bronc, Microcalyx
Other: Din's Trade Shop

RED VERBENA

A medicinal herb. Increases P.Def by 3.

Buy	Sell	Use
N/A	1	Field

Acquire

Enemies: Imitation Mieu, Nebilim
Other: Din's Trade Shop

SAFFRON

A medicinal herb. Increases AGL by 1.

Buy	Sell	Use
N/A	1	Field

Acquire

Maps: Mushroom Road
Enemies: Muscipula, Uniceros
Other: Din's Trade Shop

SAGE

A medicinal herb. Increases max HP by 10.

Buy	Sell	Use
N/A	1	Field

Acquire

Maps: Choral Castle, Theor Forest, Mushroom Road (x2)
Enemies: Dryad, Liger Queen
Other: Din's Trade Shop

SAVORY

Increases max TP by 10.

Buy	Sell	Use
N/A	1	Field

Acquire

Enemies: Hresvelgr (first encounter), Mandragora
Maps: Sheridan, Mushroom Road
Other: Din's Trade Shop

SEAL BOTTLE

Cures Sealed Artes.

Buy	Sell	Use
150	75	Field/Battle

Acquire

Shops: Baticul (Virtuoso), St. Binah (Facile, Sostenuto), Kaitzur Naval Port (Posato), Chesedonia (Fieramente), Daath (Arioso), Grand Chokmah (Crescendo), Belkend (Dissonante)
Other: Din's Trade Shop

SPECIAL GEL

A gummi treat made from a miraculous elixir. Recovers all HP and TP.

Buy	Sell	Use
N/A	1	Field/Battle

Acquire

Shops: Grand Chokmah (Brillante)
Maps: Mt. Zaleho (second visit), Mt. Roneal, Absorption Gate, Eldrant, Mushroom Road
Other: Din's Trade Shop

SPECIFIC

A soda-flavored gummi medicine. Entire party recovers 30% max HP.

Buy	Sell	Use
5000	2500	Field/Battle

Acquire

Shops: St. Binah (Sostenuto), Chesedonia (Fieramente), Desert Oasis (Lento), Grand Chokmah (Brillante), Keterburg (Mobile)
Maps: Shurrey Hill, Ortion Cavern (second visit), Replica Facility
Other: Din's Trade Shop

STONE BOTTLE

Cures Petrification.

Buy	Sell	Use
150	75	Field/Battle

Acquire

Shops: Baticul (Virtuoso), St. Binah (Facile, Sostenuto), Kaitzur Naval Port (Posato), Chesedonia (Fieramente), Daath (Arioso), Grand Chokmah (Crescendo), Belkend (Dissonante)
Enemies: Absorb Chest (steal), Absorb Goyle, Desgoyle, Fonic Chest (steal), Fonic Goyle, Mirror Goyle, Pedestal (steal)
Other: Din's Trade Shop

SYRUP BOTTLE

Prevents physical ailments for 1 minute during battle.

Buy	Sell	Use
2000	1000	Battle

Acquire

Maps: Oracle HQ, Ortion Cavern (second visit)
Enemies: Oracle Guard
Other: Din's Trade Shop

TREAT

A soda-flavored gummi medicine. Entire party recovers 30% max TP.

Buy	Sell	Use
5000	2500	Field/Battle

Acquire

Shops: St. Binah (Sostenuto), Chesedonia (Fieramente), Desert Oasis (Lento), Grand Chokmah (Brillante)
Maps: Mt. Roneal, Absorption Gate, Radiation Gate, Eldrant, Replica Facility
Other: Din's Trade Shop

VERBENA

A medicinal herb. Increases P.Def by 1.

Buy	Sell	Use
N/A	1	Field

Acquire

Maps: Mushroom Road
Enemies: Imitation Mieu, Sync (first encounter)
Other: Din's Trade Shop

VIRUS BOTTLE

Cures illness.

Buy	Sell	Use
150	75	Field/Battle

Acquire

Shops: Baticul (Virtuoso), St. Binah (Facile, Sostenuto), Kaitzur Naval Port (Posato), Chesedonia (Fieramente), Daath (Arioso), Grand Chokmah (Crescendo), Belkend (Dissonante)
Enemies: Block Roper, Manticore (drop/steal)
Other: Din's Trade Shop

WEAK BOTTLE

Cures Weak.

Buy	Sell	Use
150	75	Field/Battle

Acquire

Shops: Baticul (Virtuoso), St. Binah (Facile, Sostenuto), Kaitzur Naval Port (Posato), Chesedonia (Fieramente), Daath (Arioso), Grand Chokmah (Crescendo), Belkend (Dissonante)
Maps: Meggiora Highlands (first visit)
Enemies: Spear Roper
Other: Din's Trade Shop

WING BOTTLE

A bottle decorated with a pair of wings. Transports party to a dungeon's entrance.

Buy	Sell	Use
500	250	Field

Acquire

Maps: Zao Ruins (second visit), Mt. Zaleho (first visit), Tataroo Valley (second visit), Mt. Roneal, Isle of Feres, Ortion Cavern (second visit)
Other: Din's Trade Shop

VALUABLES

CAPACITY CORES

ALCA

A capacity core with the meaning "easygoing" inscribed. P.Atk +1, Agility +2.

Buy	Sell
N/A	N/A

Acquire

Other: Guy starts with this

ALCA FORTE

A capacity core with the meaning "with full force" inscribed. P.Atk +2, Agility +3.

Buy	Sell
N/A	N/A

Acquire

Maps: Keterburg

ALCA MAGGIORE

A capacity core with the meaning "roughly" inscribed. P.Atk +2, Agility +1, Enhancement +2.

Buy	Sell
N/A	N/A

Acquire

Maps: Tataroo Valley (part 2)

BALLA FORTE

A capacity core with the meaning "peacefully" inscribed. P.Atk +1, F.Atk+1, Agility +1, Enhancement +1.

Buy	Sell
N/A	N/A

Acquire

Maps: Oracle HQ

BALLA MAGGIORE

A capacity core with the meaning "with harmony" inscribed. P.Atk +1, P.Def +1, F.Atk +1, F.Def +1, Agility +1, Enhancement +1.

Buy	Sell
N/A	N/A

Acquire

Other: Din's Trade Shop

BALLACIDO

A capacity core with the meaning "vigorously" inscribed. P.Atk +2, F.Atk +2, Agility +2, Enhancement +1.

Buy	Sell
N/A	N/A

Acquire

Maps: Absorption Gate

ESPRIT

A capacity core with the meaning "eccentric" inscribed. F.Def +2, Enhancement +1.

Buy	Sell
N/A	N/A

Acquire

Other: Anise starts with this

ESPRIT FORTE

A capacity core with the meaning "energetically" inscribed. Agility +2, Enhancement +2.

Buy	Sell
N/A	N/A

Acquire

Maps: Daath

GRANDIOZ

A capacity core with the meaning "grandly" inscribed. P.Atk +3, P.Def +3, F.Atk +3, F.Def +3, Agility +2, Enhancement +2.

Buy	Sell
N/A	N/A

Acquire

Maps: Eldrant

LARGAMENTE

A capacity core with the meaning "with great ease" inscribed. P.Atk +2, P.Def +2, F.Atk +2, F.Def +2, Agility +1, Enhancement +1.

Buy	Sell
N/A	N/A

Acquire

Other: Din's Trade Shop

LEBHAFT

A capacity core with the meaning "energetically" inscribed. P.Atk +2, P.Def +3, F.Atk +1, F.Def +1.

Buy	Sell
N/A	N/A

Acquire

Maps: Isle of Feres

LUNATITO

A capacity core with the meaning "crazed" inscribed. P.Atk +3, P.Def +1, F.Atk +2, F.Def +4, Agility +1, Enhancement +2.

Buy	Sell
N/A	N/A

Acquire

Maps: Radiation Gate

MARCATO

A capacity core with the meaning "distinctly" inscribed. P.Def +1, F.Def +3, Enhancement +2.

Buy	Sell
N/A	N/A

Acquire

Maps: Meggioran Highlands (part 2)

NOBILE

A capacity core with the meaning "elegantly" inscribed. F.Atk +2, F.Def +1.

Buy	Sell
N/A	N/A

Acquire

Other: Catch the robot on Katsbert Ferry

NOCERE

A capacity core with the meaning "mischievous" inscribed. P.Def +1, F.Atk +2.

Buy	Sell
N/A	N/A

Acquire

Other: Jade starts with this

NOCER

A capacity core with the meaning "stubborn" inscribed. P.Def +1, F.Atk +1, F.Def +1.

Buy	Sell
N/A	N/A

Acquire

Other: Tear starts with this

NOCER FORTE

A capacity core with the meaning "mystic" inscribed. F.Atk +2, F.Def +1, Agility +1.

Buy	Sell
N/A	N/A

Acquire

Maps: Akzeriuth Mine Shaft 14

NOCER MAGGIORE

A capacity core with the meaning "sweetly" inscribed. P.Def +1, F.Atk +3, F.Def +1.

Buy	Sell
N/A	N/A

Acquire

Other: Din's Trade Shop

NOCERCIDO

A capacity core with the meaning "solemnly" inscribed. F.Atk +4, F.Def +2.

Buy	Sell
N/A	N/A

Acquire

Maps: Mt. Roneal

PARLANTO

A capacity core with the meaning "as if telling a tale" inscribed. Agility +4, Enhancement +4.

Buy	Sell
N/A	N/A

Acquire

Other: Din's Trade Shop

SCILD

A capacity core with the meaning "gorgeous" inscribed. P.Def +2, F.Def +1.

Buy	Sell
N/A	N/A

Acquire

Other: Natalia starts with this

SCILD FORTE

A capacity core with the meaning "in the same way" inscribed. P.Def +2, F.Def +2.

Buy	Sell
N/A	N/A

Acquire

Maps: Yulia City

SCILD MAGGIORE

A capacity core with the meaning "rigidly" inscribed. P.Def +3, F.Def +1, Agility +1.

Buy	Sell
N/A	N/A

Acquire

Maps: Shurrey Hills

SCILDECIDO

A capacity core with the meaning "extremely quick" inscribed. P.Def +1, F.Def +1, Agility +3, Enhancement +2.

Buy	Sell
N/A	N/A

Acquire

Maps: Tower of Rem

STRE

A capacity core with the meaning "haughty" inscribed. P.Atk +2, P.Def +1.

Buy	Sell
N/A	N/A

Acquire

Other: Gift from Ion in Cheagle Woods

STRE FORTE

A capacity core with the meaning "strongly" inscribed. P.Atk +3, F.Atk +1.

Buy	Sell
N/A	N/A

Acquire

Maps: Zao Ruins

STRE MAGGIORE

A capacity core with the meaning "even stronger" inscribed. P.Atk +3, P.Def +2.

Buy	Sell
N/A	N/A

Acquire

Maps: Grand Chokmah

STRECIDO

A capacity core with the meaning "wildly" inscribed. P.Atk +4, P.Def +1, F.Def +1.

Buy	Sell
N/A	N/A

Acquire

Maps: Mt. Zaleho (part 1)

STYL

A capacity core with the meaning "lively" inscribed. P.Atk +2, Enhancement +1.

Buy	Sell
N/A	N/A

Acquire

Maps: Tartarus

TUTTI

A capacity core with the meaning "all" inscribed. P.Atk +4, P.Def +4, F.Atk +4, F.Def +4, Agility +4, Enhancement +4.

Buy	Sell
N/A	N/A

Acquire

Enemies: Nebilim (steal)

FS CHAMBERS

CARMINE CHAMBER

A mysterious transparent red jewel. Said to alter the performance of Artes.

Buy	Sell
N/A	N/A

Acquire

Shops: Grand Chokmah (Brillante)
Maps: Zao Ruins, Akzeriuth Mine Shaft 14, Aramis Spring, Oracle HQ (x2), Shurrey Hill, Tataroo Valley (part 2), Mt. Zaleho (part 2) (x2), Absorption Gate (x2), Replica Facility
Enemies: Apparition, Great Goblin (drop/steal), Malkuth Pawn (1, drop/steal), Sand Thief

COBALT CHAMBER

A mysterious, transparent blue jewel. Said to alter the performance of Artes.

Buy	Sell
N/A	N/A

Acquire

Shops: Grand Chokmah (Brillante)
Maps: Abandoned Factory, Zao Ruins, Deo Pass, Akzeriuth Mine Shaft 14, Oracle HQ, Mt. Zaleho (part 1), Mt. Zaleho (part 2), Absorption Gate, Radiation Gate, Eldrant, Replica Facility
Enemies: Kimlascan Pawn (drop/steal)

GRASS CHAMBER

A mysterious, transparent green jewel. Said to alter the performance of Artes.

Buy	Sell
N/A	N/A

Acquire

Shops: Grand Chokmah (Brillante)
Maps: Belkend, Theor Woods, Mt. Roneal, Absorption Gate, Tower of Rem, Replica Facility
Enemies: Jabberwock (drop/steal), Sword Dancer (first & second encounters) (steal), Sync (first encounter)

SUNLIGHT CHAMBER

A mysterious, transparent yellow jewel. Said to alter the performance of Artes.

Buy	Sell
N/A	N/A

Acquire

Shops: Grand Chokmah (Brillante)
Maps: Abandoned Factory, Shurrey Hill, Mt. Zaleho (part 2), Isle of Feres, Radiation Gate, Replica Facility
Enemies: Jabberwock (drop/steal), Replicantis, Sword Dancer (third encounter) (steal)

TRADE ITEMS

AQUA SAPPHIRE

A sapphire with properties of the Fourth Fonon.

Buy	Sell	Rank
N/A	500	A2

Acquire

Maps: Search Point 8

ARM OF FIRE

Fire in the form of an arm, imbued with a power different than Fonons.

Buy	Sell	Rank
N/A	1000	A1

Acquire

Maps: Search Point 16
Enemies: Fire Spirit (drop/steal), Flame Bat, Flame Spirit (drop/steal), Lava Golem

BASILISK SCALE

A scale from the rare basilisk. Used for making stone bottles.

Buy	Sell	Rank
N/A	100	C1

Acquire

Maps: Search Points 9 & 16
Enemies: Basilisk, Salamander

BEARSKIN

Used for making warm clothing.

Buy	Sell	Rank
N/A	25	C3

Acquire

Maps: Search Point 12

BLACK PEARL

Rarer than regular pearls, but they aren't as expensive since they aren't as popular.

Buy	Sell	Rank
N/A	10	A3

Acquire

Maps: Search Point 8

BLUE PIGMENT

A blue coloring used in dyes. Made from a natural mineral, and fairly expensive.

Buy	Sell	Rank
N/A	250	B1

Acquire

Maps: Search Point 15

CHARCOAL

A fuel. A deodorant. A dehumidifier. Endless possibilities.

Buy	Sell	Rank
N/A	100	C1

Acquire

Maps: Search Points 2 & 11
Enemies: Chareant

CHESEDONIAN CACTUS

A cactus from the Chesedonia region. Never turns red, no matter how hot.

Buy	Sell	Rank
N/A	50	C2

Acquire

Maps: Search Point 6

CHOKMAH BARK

Bark from the trees of the Chokmah region. Some like to use it as fertilizer.

Buy	Sell	Rank
N/A	150	B2

Acquire

Maps: Search Point 2

CLAW OF SHADOW

Shadow in the form of a claw, imbued with a power different than Fonons.

Buy	Sell	Rank
N/A	1000	A1

Acquire

Maps: Search Point 18

CLOTHING MATERIAL

Common textile used for making clothes.

Buy	Sell	Rank
N/A	375	A3

Acquire

Maps: Search Point 14
Enemies: Ogre

COMPOST

Excellent water and air properties, and full of all sorts of organic matter.

Buy	Sell	Rank
N/A	1	D

Acquire

Maps: Search Points 2, 5 & 11
Enemies: Earth Spirit

COPPER ORE

An ore with lots of copper.

Buy	Sell	Rank
N/A	25	C3

Acquire

Maps: Search Point 6
Enemies: Fossail, Mirror Spirit, Rock Spirit

CORAL

Handy in places with no ocean nearby.

Buy	Sell	Rank
N/A	100	C1

Acquire

Maps: Search Points 3 & 17

COTTON

Can be turned into material for a variety of clothing.

Buy	Sell	Rank
N/A	100	C1

Acquire

Maps: Search Points 4 & 10

DRAGON FANG

Used in weapons, medicine, fonic artes, and more. Very rare. Very expensive.

Buy	Sell	Rank
N/A	500	A2

Acquire

Maps: Search Point 15
Enemies: Dragon (drop/steal), Gordion (drop/steal)

EYE OF THUNDER

Thunder in the form of an eye, imbued with a power different than Fonons.

Buy	Sell	Rank
N/A	1000	A1

Acquire

Maps: Search Point 14
Enemies: Thunder Bat (steal)

FEATHER OF WIND

Wind in the form of a feather, imbued with a power different than Fonons.

Buy	Sell	Rank
N/A		

Acquire

Map: Search Point 11
Enemies: Breeze Spirit, Storm Spirit (drop/steal), Wind Spirit (drop/steal)

FIREWOOD BUG

An insect that hides in hollow places. They have a habit of gathering in warm firewood.

Buy	Sell	Rank
N/A	50	C2

Acquire

Maps: Search Point 10
Enemies: Boarrig, Goblin

FONSTONE FRAGMENT

A fragment that fell from the Fonic Belt. Useful for protective charms.

Buy	Sell	Rank
N/A	500	A2

Acquire

Maps: Search Point 9

FOREST EMERALD

An emerald with properties of the Second Fonon.

Buy	Sell	Rank
N/A	500	A2

Acquire

Maps: Search Point 5

GEL BASE

Forms the basis of all gels. What it is made of is highly confidential.

Buy	Sell	Rank
N/A	25	C3

Acquire

Maps: Search Point 1
Enemies: Bluwigle, Giltwigle, Grewigle, Metawigle, Piwigle, Polwigle, Purwigle, Rewigle

GIANT FISH BONE

A bone from a giant fish no one has ever seen. Is it really even from a fish?

Buy	Sell	Rank
N/A	150	B2

Acquire

Maps: Search Points 3 & 8
Enemies: Mercat

GIANT SHELL

An enormous shell with coral attached.

Buy	Sell	Rank
N/A	100	C1

Acquire

Maps: Search Point 17
Enemies: Tortoise

GLOWING MOSS

A moss that glows ever-so-slightly in the dark.

Buy	Sell	Rank
N/A	100	C1

Acquire

Maps: Search Point 11
Enemies: Poltergeist

GOLD DUST

Tiny bits of gold.

Buy	Sell	Rank
N/A	10	B2

Acquire

Maps: Search Point 9
Enemies: Lesser Pan (steal)

GOLD ORE

An ore with lots of gold.

Buy	Sell	Rank
N/A	100	B2

Acquire

Maps: Search Point 14

HIGHLAND RUBY

A ruby with properties of the Fifth Fonon.

Buy	Sell	Rank
N/A	500	A2

Acquire

Maps: Search Point 13

HOLY WATER

Water that can cause miracles and drive away monsters.

Buy	Sell	Rank
N/A	100	C1

Acquire

Maps: Search Point 18
Enemies: Leviathan, Water Spirit

ICE DIAMOND

A diamond with properties of the Third Fonon.

Buy	Sell	Rank
N/A	500	A2

Acquire

Maps: Search Point 12

INSECT WING

A wing with an unusual design. Used in making medicine.

Buy	Sell	Rank
N/A	50	C2

Acquire

Maps: Search Point 2
Enemies: Bee Knight (steal), Death Bee, Death Bee Knight (steal), Giant Bee, Killer Bee (steal), Worker Bee

IRON ORE

An ore with lots of iron.

Buy	Sell	Rank
N/A	50	C2

Acquire

Maps: Search Points 7 & 13
Enemies: Meltrock, Mirror Spirit, Rock Spirit, Volcano Clown

IRON SAND

Tiny bits of iron.

Buy	Sell	Rank
N/A	1	D

Acquire

Maps: Search Points 6, 9 & 16
Enemies: Iron Crab, Rock Spirit (steal)

LIBAVIUS ORE

Its silver shine is like a piece of a star. It is also known as "Star Cloud".

Buy	Sell	Rank
N/A	375	A3

Acquire

Maps: Search Point 16
Enemies: Fyr Bronc (steal)

LINKITE NUT

Produces beautiful music when the wind blows. Used in musical instruments.

Buy	Sell	Rank
N/A	150	B2

Acquire

Maps: Search Point 13

LIZARD FOSSIL

A valuable educational material.

Buy	Sell	Rank
N/A	25	C3

Acquire

Maps: Search Point 7

MANA FRAGMENT

An extremely dense crystal that alters the flow of energy.

Buy	Sell	Rank
N/A	375	A3

Acquire

Maps: Search Point 18

MEADOW CRYSTAL

A crystal that can be found in grasslands. Purer than normal crystals.

Buy	Sell	Rank
N/A	500	A2

Acquire

Maps: Search Point 4

MEGGIORAN FISH

Fish from the Meggioran Highlands. Has a peculiar flavor.

Buy	Sell	Rank
N/A	25	C3

Acquire

Maps: Search Points 3 & 8
Enemies: Boarlet (drop/steal), Hatchet Beak, Mercat (drop/steal), Rustlet

MELTWATER

Melted from the eternal snows of the Roneal region.

Buy	Sell	Rank
N/A	1	D

Acquire

Maps: Search Points 12 & 15
Enemies: Glasruda, Snow Treant, Yeti

METEORITE FRAGMENT

The hardest ore on the planet. Very difficult to process.

Buy	Sell	Rank
N/A	375	A3

Acquire

Maps: Search Point 7

NAEVIMETAL

A very rare metal that grows. Left alone, it will consume living things.

Buy	Sell	Rank
N/A	250	B1

Acquire

Maps: Search Point 6

PEARL

Also known as a "fish tear" or "moon drop." Very popular among noble ladies.

Buy	Sell	Rank
N/A	150	B2

Acquire

Maps: Search Point 3

PENGUIN QUILL

A feather from a penguin.

Buy	Sell	Rank
N/A	150	B2

Acquire

Maps: Search Point 12

PHANTOM FISH

The one that always gets away. That's why it's so expensive.

Buy	Sell	Rank
N/A	250	B1

Acquire

Maps: Search Point 17

PHANTOM VEGETABLE

A special vegetable that is almost never available. Nutritious and delicious!

Buy	Sell	Rank
N/A	375	A3

Acquire

Maps: Search Point 10
Enemies: Rafflesian (drop/steal)

PLANT WORM

Handy as a catalyst for medicine and magic.

Buy	Sell	Rank
N/A	250	B1

Acquire

Maps: Search Point 5

RAMIE

A relative of hemp.

Buy	Sell	Rank
N/A	150	B2

Acquire

Maps: Search Point 4

RED PIGMENT

A red coloring used in dyes. Made from a natural mineral, and fairly expensive.

Buy	Sell	Rank
N/A	250	B1

Acquire

Maps: Search Point 14
Enemies: Ogre (drop/steal)

ROCK

A normal, everyday, run-of-the-mill rock.

Buy	Sell	Rank
N/A	1	D

Acquire

Maps: Search Points 7, 13 & 14
Enemies: Earth Spirit, Lesser Pan

RONEAL MUSHROOM

Mushrooms from the Roneal region.

Buy	Sell	Rank
N/A	25	C3

Acquire

Maps: Search Points 2 & 5
Enemies: Snow Treant

SACRED TREE

A piece of the giant tree in Cheagle Woods. Handy for performing a variety of miraculous feats.

Buy	Sell	Rank
N/A	375	A3

Acquire

Maps: Search Point 11

SCORPION STINGER

The poisonous tail of a scorpion. Used in making poison bottles.

Buy	Sell	Rank
N/A	25	C3

Acquire

Maps: Search Point 6 & 9

SHELL

A common shell that washed up on a beach.

Buy	Sell	Rank
N/A	1	D

Acquire

Maps: Search Points 3, 8 & 17

SILK THREAD

So light, soft, and lustrous. Used for clothing of exquisite feel enjoyed by royalty.

Buy	Sell	Rank
N/A	250	B1

Acquire

Maps: Search Point 1
Enemies: Yeti (drop/steal)

SILVER ORE

An ore with lots of silver.

Buy	Sell	Rank
N/A	100	C1

Acquire

Maps: Search Point 16
Enemies: Meltrock, Volcano Clown

SONG OF WATER

Water in the form of a note, imbued with a power different than Fonons.

Buy	Sell	Rank
N/A	1000	A1

Acquire

Maps: Search Point 17
Enemies: Water Spirit (steal)

TAIL OF EARTH

Earth in the form of a tail, imbued with a power different from Fonons.

Buy	Sell	Rank
N/A	1000	A1

Acquire

Maps: Search Point 10
Enemies: Earth Spirit (steal)

TATAROO GRASS

Grass from the Tataroo Valley. Also called "nightlight grass" because it glows in the dark.

Buy	Sell	Rank
N/A	100	C1

Acquire

Maps: Search Points 1, 4
Enemies: Filifolia, Howler, Storm Tortoise

TEAR OF ICE

Ice in the form of a tear, imbued with a power different than Fonons.

Buy	Sell	Rank
N/A	1000	A1

Acquire

Maps: Search Point 15
Enemies: Ice Spirit

WEEDS

Normal, everyday, run-of-the-mill weeds.

Buy	Sell	Rank
N/A	1	D

Acquire

Maps: Search Points 1, 4, & 10
Enemies: Ribbit

WING OF LIGHT

Light in the form of a wing, imbued with a power different than Fonons.

Buy	Sell	Rank
N/A	1000	A1

Acquire

Maps: Search Point 18

WINTER TOMATO

A tomato that can only be found in cold places. Cool and juicy.

Buy	Sell	Rank
N/A	50	C2

Acquire

Maps: Search Point 12

YELLOW PIGMENT

A yellow coloring used in dyes. Made from a natural mineral and fairly expensive.

Buy	Sell	Rank
N/A	250	B1

Acquire

Maps: Search Point 13

KEY ITEMS

ALL-PURPOSE KNIFE

Light! Sharp! Easy to maintain! Use Fonic power to cook even better!

Acquire

Maps: Search Point 27

ANCIENT SCROLL

A sonnet written in Ancient Ispanian. The three forbidden tones are encoded within.

Acquire

Sub Event: "Deciphering Ancient Texts"

ARCANA ALBERTIS

A book of Albert-style arcane artes. It is said there are four volumes in total.

Acquire

Other: "Luke's New Technique" part 1 Sub Event

BRONZE MEDAL

A bronze medal from a Single Battle in the Baticul Coliseum.

Acquire

Other: Obtained by winning single match mode in coliseum.

BRONZE TROPHY

A bronze trophy from a Party Battle in the Baticul Coliseum.

Acquire

Other: Obtained by winning beginner Party Match mode in Coliseum.

CECILLE'S SWORD

On Auldrant, receiving a sword from a woman means a breakup.

Acquire

Sub Event: Jozette & Aslan

CHARACTER DISC

A tool for transferring information into the registry in Teodoro's room.

Acquire

Other: Enter northern room of Tear's quarters in Yulia City

COLLECTOR'S BOOK

A must-have for item collectors. Have you recorded everything?

Acquire

Other: "Secret Box" Sub Event prize

COMEDY

A Fonic disc whose tone puts a smile on faces everywhere.

Acquire

Sub Event: "Music Box" (5 of 7), obtained after entering Nam Cobada Island.

DARK SEAL

A seal that raises the effect of Dark Bottles.

Acquire

Sub Event: "Cheagle Rescue" (refer to chapter 5)

DARK WINGS BADGE

A badge of a member of the Dark Wings. So, are you a member, too?

Acquire

Sub Event: "The Search for Spinoza", obtained after the flight capabilities of the Albiore have been sealed.

DRIVE CHAMBER

Albiore's Hover Drive without the Flightstone.

Acquire

Other: Obtained automatically when getting the Albiore in Belkend.

FANZINE

The newsletter of the Black Dream's fan club. Out of 16 articles, 14 are all about Noir.

Acquire

Sub Event: "Black Dream Fan Club" (2 of 3), pay man near northern Inn in Chesedonia 1000 Gald.

FINALE

A Fonic disc whose tone tells the end of a tale.

Acquire

Sub Event: "Music Box" (6 of 7), after entering Eldrant, speak to shop keeper in northern Chesedonia (clapping woman in pink).

FLIGHTSTONE

A kind of Fonstone. Indispensable for aerial Fonic devices to function properly.

Acquire

Other: Story based item. Retrieved in Oracle headquarters after the flight capabilities have been locked.

FONIC DISC

A disc taken from Sync at Choral Castle. Must use a Fonic disc reader to learn what it holds.

Acquire

Other: Choral Castle

FREQUENCY COUNTER

A device that measures the frequency of the core vibration.

Acquire

Other: Story based item. Procured automatically.

FRING'S LETTER

A letter from General Frings to General Cecille.

Acquire

Sub Event: "Jozette & Aslan"

GALD DETECTOR

Who knows? You might find some Gald just by walking around!

Acquire

Maps: Replica Lab, "The Abyss"

GENESIS OF THE WORLD

A forbidden book with a draft of a plan on stopping core vibration while maintaining the Planet Storm.

Acquire

Other: Story based item. Procured automatically.

GOLD MEDAL

A gold medal from a Single Battle in the Baticul Coliseum.

Acquire

Other: Win advanced Single Match Mode in Baticul Coliseum.

GOLD TROPHY

A gold trophy from a Party Battle in the Baticul Coliseum.

Acquire

Other: Win Party Match Mode in Baticul Coliseum.

GOURMET APPLE

The finest apple, sold only to a select few. A sweet aroma that entices even monsters.

Acquire

Sub Event: "Engeve's Monster Extermination"

GREATER FLIGHTSTONE

Improves Albiore's performance when installed in the Drive Chamber.

Acquire

Other: Search Point 28, through Mushroom Road.

HOD CITIZEN REGISTRY

A registry with the names of Artes Council members who learned Sigmund-style Artes.

Acquire

Sub Event: "Guy's New Technique" (2 of 5).

HOLY SEAL

A seal that raises the effect of Holy Bottle.

Acquire

Sub Event: "Cheagle Rescue" (refer to chapter 5)

HOVER DRIVE

A Fonic device that allows Albiore to fly.

Acquire

Other: Story based item. Procured automatically.

INCOMPLETE KEY OF LORELEI

Fonic weapon created by Yulia through the power of Lorelei. It is missing its jewel.

Acquire

Other: Story based item. Procured automatically.

ION'S FONSTONE

A piece of Fonstone from the last Score Ion read - the Planet Score.

Acquire

Other: Story based item. Procured automatically.

KEY OF DARKNESS

A key from Noir that opens a secret room...

Acquire

Sub Event: "Dark Wings Key"

KING'S PORTRAIT

A youthful king with a peaceful smile.

Acquire

Sub Event: "Coral Castle Portrait"

LAUNCHER

A Fonic device that shoots a wire. Used to secure Albiore.

Acquire

Other: Story based item. Procured automatically.

A LETTER FROM FRIENDS

A letter from Luke's friends.

Acquire

Other: Story based item. Procured automatically.

LIGHT FONSTONE

The voice of light that shakes the world.

Acquire

Other: Obtained in Eldrant by defeating drones outside of Van's room with Light-Based magic.

LOCKET

A small locket with a portrait of a blonde baby.

Acquire

Other: Found on second trip to Mt. Roneal

MAGICAL POUCH

Ingredients seem to come flying out!

Acquire

Other: Obtained during the "War" event, through Jade's route (avoid all of the enemy soldiers along the way).

MEMENTO RING

A memento of General Frings' mother, given to General Cecille.

Acquire

Sub Event: "Jozette & Aslan"

MOON SELECTOR

Change the controlled character during battle by opening the menu and pressing the Start button.

Acquire

Sub Event: Event in Baticul (Miyagi Dojo)

MORS DRACONIS

A special key made for playing Dragon Buster.

Acquire

Sub Event: "Tales of Dragon Buster", obtained after completing event in Nam Cobanda Island.

NOBLE THIEF

A Fonic disc whose tone inspires those who have sacrificed themselves.

Acquire

Other: Obtained inside Oracle Headquarters.

PASSPORT

A document necessary for travel between Malkuth and Kimlasca.

Acquire

Other: Story based item. Procured automatically.

PERMIT

A pass given by Tritheim authorizing entry into the Oracle Headquarters.

Acquire

Other: When attempting to breach Oracle HQ, talk to Tritheim in Daath

PRELUDE

A Fonic disc whose pleasant tone brings back memories of the beginning of a tale.

Acquire

Sub Event: "Music Box" (1 of 7)

PRINCIPLES OF FONOLOGY

A book from Tear on Fonology. Contains a simple explanation for beginners.

Acquire

Other: Enter second floor of Tear's quarters in Yulia City

PURITY

A Fonic disc whose beautiful tone cleanses one's heart.

Acquire

Maps: Grand Chokmah

REFINED FLIGHTSTONE

Brings out the full power of Albiore's Drive Chamber.

Acquire

Other: Obtained in Mt. Roneal (refer to chapter 5).

REM CAPACITOR

A vessel for running the mechanical arm in the Tower of Rem. Must be charged.

Acquire

Maps: Tower of Rem

REQUIEM

A Fonic disc whose tone gives rest to souls who have passed.

Acquire

Sub Event: "Music Box" (4 of 7)

ROBOT'S GENERATOR

A core used to operate the far elevator on the Meggiora Highlands.

Acquire

Other: Story based item. Procured automatically.

ROSE'S CHARM

A protective charm from Rose.

Acquire

Sub Event: "Engeve's Monster Extermination.

RUGNICAN DEATH CAP

A special mushroom that grows only along the Mushroom Road. It has medicinal uses.

Acquire

Other: Obtained inside Mushroom Road

S FLAG

A sculpture of an S. A yellow flag for luck. Allows changing the displayed party member.

Acquire

Other: Cheagle Woods chest

SECRET BOX

The secret box of the fruitseller in Engeve. No one is allowed to look inside.

Acquire

Maps: Cheagle Woods

SHADOW FONSTONE

The voice of shadow that shakes the world.

Acquire

Other: Obtained in Eldrant by defeating drones outside of Van's room with dark magic.

SILVER AND WHITE

A Fonic disc whose tone closely resembles a land covered in snow.

Acquire

Maps: Mt. Zaleho (part 2)

SORCERER'S RING

A ring entrusted to the Cheagle by Yulia Jue, the founder of the Church of Lorelei.

Acquire

Other: Gift from Cheagle Elder

SORCERER'S RING - A

Unlocks Mieu Attack.

Acquire

Other: Story based item. Procured automatically.

SORCERER'S RING – F2

Increases the distance Mieu can breathe fire.

Acquire

Other: After entering Eldrant, Speak to Shiba and Peko in Keterburg. Obtained in Mt. Zaleho afterwards.

SORCERER'S RING - W

Unlocks Mieu Wings.

Acquire

Other: Obtained in Tataroo Valley (second time through).

SPA MEMBERSHIP

Enjoy the members-only facilities of Keterburg's hotel.

Acquire

Sub Event: "Rappig Hunt"

TECHNICAL RING

Allows switching to Manual control mode. Be a master technician of the sweet science!

Acquire

Other: Cheagle Woods after Liger Queen's defeat

WINGED BOOTS

Shoes decorated with wings. Increases movement speed.

Acquire

Other: Catch the robot on Katsbert Ferry

WORLD MAP

Map of Auldrant. A journey of a thousand miles starts with but a single step.

Acquire

Other:Story based item. Procured automatically.

Shops

Base – The "base" cost of each item, not necessarily what the shop charges for it. Some items may have a very low base cost but are still sold for major Gald.

Required TLP – The type and amount of TLP (Town Link Points) you need for the shop to carry the item. As you perform certain Sub Events, you acquire TLP, which affects the distribution of items to shops across the world. The more TLP from a town you have, the cheaper items become when that town is the supplier! The following columns show the price changes for each item at certain TLP amounts.

* = The prices in this column are not affected by TLP. Instead, the price listed is gained only when Jade has the "Guardian of the Law" Title.

Shop stock and prices are also affected by in-game Events. Some items may appear but will show as Sold Out! until you reach certain story points or acquire a certain amount of TLP. Check the lists to find when new stock is made available for you.

BATICUL SHOPS

EROICO

Start

Item	Base	Required TLP	~1000	~1500	~1800	~2100	2101~
Broad Sword	1200	Sheridan (1500)	-	1800	1200	1080	1020
Scimitar	1750	"	-	2625	1750	1575	1487
Schwarzloewe	17000	"	-	1020000	1020000	850000	850000
Holy Judgment	19500	"	-	-	-	1170000	117000
Magic Wand	1020	"	-	1530	1020	918	867
Cane	1490	"	-	2980	1639	1490	1341
Schwarzvogel	14400	"	-	864000	864000	720000	720000
Kreuzzeichen	16500	"	-	-	-	990000	990000
Guisarme	1150	"	-	1725	1150	1035	977
Corcesca	1650	"	-	2475	1650	1485	1402
Penetrator	18500	"	-	-	-	1110000	1110000
Bow	1500	"	-	3000	1650	1500	1350
Ancient Bow	15300	-	-	-	-	918000	918000

Zao Ruins (second visit) completed

Item	Base	Required TLP	~1000	~1500	~1800	~2100	2101~
Wasier Rapier	6600	Sheridan (1500)	-	7260	6600	5940	5610
Bastard Sword	7650	"	-	8415	7650	6885	6502
Schwarzloewe	17000	"	-	1020000	1020000	850000	850000
Holy Judgment	19500	"	-	-	-	1170000	1170000
Sword Mace	5610	"	-	6171	5610	5049	4768
Killer Mace	6500	"	-	7150	7150	6500	5850
Schwarzvogel	14400	"	-	864000	864000	720000	720000
Kreuzzeichen	16500	"	-	-	-	990000	990000
Heavy Halberd	6300	"	-	6930	6300	5670	5355
Trident	8300	"	-	9130	8300	7470	7055
Penetrator	18500	"	-	-	-	1110000	1110000
Rapid Bow	6000	"	-	6600	6600	6000	5400
Shincarrow	6900	"	-	7590	7590	6900	6210
Ancient Bow	15300	-	-	-	-	918000	918000

Absorption Gate completed

Item	Base	Required TLP	~1000	~1500	~1800	~2100	2101~
Wasier Rapier	6600	Sheridan (1500)	-	9900	6600	5940	5610
Bastard Sword	7650	"	-	11475	7650	6885	6502
Schwarzloewe	17000	"	-	25500	17000	15300	14450
Holy Judgment	19500	"	-	29250	19500	17550	16575
Sword Mace	5610	"	-	8415	5610	5049	4768
Killer Mace	6500	"	-	9750	6500	5850	5525
Schwarzvogel	14400	"	-	21600	14400	12960	12240
Kreuzzeichen	16500	"	-	24750	16500	14850	14025
Heavy Halberd	6300	"	-	9450	6300	5670	5355
Trident	8300	"	-	12450	8300	7470	7055
Penetrator	18500	"	-	27750	18500	16650	15725
Rapid Bow	6000	"	-	9000	6000	5400	5100
Shincarrow	6900	"	-	10350	6900	6210	5865
Ancient Bow	15300	"	-	22950	15300	13700	13005

ATTACCA

Start

Item	Base	Required TLP	~1000	~1500	~1800	~2100	2101~
Splint Mail	855	Sheridan (1500)	-	1282	1068	940	726
Breastplate	1175	"	-	-	-	1762	1527
Silver Mail	1500	"	-	-	-	-	2250
Scale Guard	790	"	-	1185	987	869	711
Breast Guard	1050	"	-	-	-	1575	1470
Princess Guard	8800	"	-	-	-	528000	528000
White Cloak	500	"	-	750	700	575	475
Silk Cloak	750	"	-	1125	937	825	637
Feather Cloak	1000	"	-	-	-	1500	1300
Magic Cloak	1280	"	-	-	-	-	1920
White Robe	340	"	-	510	425	374	289
Silk Robe	744	"	-	1116	930	818	632
Feather Robe	1000	"	-	-	-	1500	1300
Carnelian Robe	1280	"	-	-	-	-	1920
Bronze Bracelet	300	"	-	450	375	330	255
Iron Bracelet	400	"	-	680	560	460	380
White Gloves	300	"	-	450	375	330	255
Silk Gloves	400	"	-	600	500	440	340
Feather Gloves	590	"	-	-	-	-	2950

Zao Ruins (second visit) completed

Item	Base	Required TLP	~1000	~1500	~1800	~2100	2101~
Battlesuit	3300	Sheridan (1500)	-	3960	3630	3300	2805
Light Plate	3900	〃	-	4680	4290	3900	3510
Battle Guard	3980	〃	-	4776	4378	3980	7562
Light Guard	3450	〃	-	4140	3795	3450	3105
Princess Guard	8000	〃	-	-	-	528000	528000
Silver Cloak	1900	〃	-	2280	2090	1900	1805
Mystic Cloak	2800	〃	-	3360	3080	2800	2660
Mage Cloak	3700	〃	-	4440	4070	3700	3145
Cerulean Robe	2800	〃	-	3360	3080	2800	2380
Mirage Robe	3250	〃	-	3900	3575	3250	2762
Platinum Bracelet	1650	〃	-	1980	1815	1650	1402
Mystic Gloves	1650	〃	-	1980	1815	1650	1567
Iron Gauntlets	1900	〃	-	2280	2090	1900	1615
Hunting Hat	2300	〃	-	2760	2530	2300	1955
Purple Ribbon	2600	〃	-	3120	2860	2600	2210
Gold Circlet	8000	〃	-	9600	8800	8000	6800
Elven Cape	1650	〃	-	1980	1815	1650	1402
Flare Cape	1900	〃	-	2280	2090	1900	1710
Heavy Boots	3000	〃	-	3600	3300	3000	2700

Absorption Gate completed

Item	Base	Required TLP	~1000	~1500	~1800	~2100	2101~
Rare Plate	8500	Sheridan (1500)	-	12750	10625	9350	7225
Rare Protector	7650	〃	-	11475	7650	6885	6502
Princess Guard	8800	〃	-	13200	8800	7920	7480
Elder Cloak	7200	〃	-	10800	10080	8280	6480
Elder Robe	7200	〃	-	10800	9000	7920	6120
Rare Bracelet	4250	〃	-	6375	4250	3825	3612
Elder Gloves	4250	〃	-	6375	4250	3825	3612

MAESTOSO

Item	Base	Required TLP	~1000	~1500	~1800	~2100	2101~
Beef	100	Chesedonia (1000)	220	180	150	125	100
Chicken	80	〃	176	144	120	100	80
Pork	80	〃	176	144	120	100	80
Snapper	80	〃	176	144	120	100	80
Cod	60	〃	132	108	90	75	60
Carrot	40	〃	88	72	60	50	40
Onion	40	〃	88	72	60	50	40
Radish	30	〃	66	54	45	37	30
Tomato	40	〃	88	72	60	50	40
Apple	40	〃	88	72	60	50	40
Lemon	40	〃	88	72	60	50	40
Strawberry	20	〃	44	36	30	25	20
Rice	100	〃	220	180	150	125	100
Bread	100	〃	220	180	150	125	100
Egg	20	〃	44	36	30	25	20
Milk	10	〃	22	18	15	12	10
Cheese	20	〃	44	36	30	25	20

Item	Base	Required TLP	~1000	~1200	~1500	~2000	2001~
Salmon	60	〃	132	108	90	75	60

DOLCISSIMO

Item	Base	Required TLP	~1000	~1500	~1800	~2100	2101~
Poison Ward	1000	Sheridan (1500)	-	1500	1200	1100	900
Paralysis Ward	2000	〃	-	3000	2400	2200	1800
Stone Ward	4000	〃	-	6000	4800	4400	3600
Drain Ward	4000	〃	-	6000	4800	4400	3600
Stun Bracelet	5000	〃	-	7500	6000	5500	4500
Protect Ring	5000	〃	-	7500	6000	5500	4500
Resist Ring	5000	〃	-	7500	6000	5500	4500
Garnet	10000	〃	-	20000	17000	14000	10000
Aquamarine	10000	〃	-	20000	17000	14000	10000
Opal	10000	〃	-	20000	17000	14000	10000
Ruby	10000	〃	-	20000	17000	14000	10000
Magic Mist	5000	〃	-	10000	8500	7000	5000

PESANTE

Zao Ruins (second visit) completed

Item	Base	Required TLP	~1000	~1500	~1800	~2100	2101~
Leather Helm	150	Sheridan (1500)	-	210	165	150	135
Iron Helm	240	〃	-	336	264	240	216
Armet Helm	525	〃	-	787	656	577	498
Alice Band	500	〃	-	700	550	500	450
Bronze Circlet	1000	〃	-	1400	1100	1000	900
Beret	360	〃	-	504	396	360	324
Straw Hat	525	〃	-	735	577	525	472
Ribbon	240	〃	-	336	264	240	216
Orange Ribbon	525	〃	-	735	577	525	472
Cape	130	〃	-	182	143	130	117
Leather Boots	100	〃	-	140	110	100	90

Absorption Gate completed

Item	Base	Required TLP	~1000	~1500	~1800	~2100	2101~
Cowboy Hat	5100	〃	-	7140	5610	5100	4590
Rare Circlet	20000	〃	-	28000	22000	20000	180000
Rare Boots	15000	〃	-	22500	18750	16500	14250
Bronze Circlet	1000	〃	-	1400	1100	1000	900
Ancient Ribbon	5000	〃	-	7000	5500	5000	4500

VIRTUOSO

Zao Ruins (second visit) completed

Item	Base	Required TLP	~1000	~1500	~1800	~2100	2101~
Apple Gel	150	Chesedonia (1000)	240	210	180	150	142
Lemon Gel	1000	"	2200	1700	1400	1000	950
Orange Gel	250	"	400	350	300	250	237
Pineapple Gel	1500	"	3300	2550	2100	1500	1425
Melange Gel	1000	"	5000	3000	2000	1000	950
Poison Bottle	150	"	375	300	225	150	142
Paralysis Bottle	150	"	375	300	225	150	142
Stone Bottle	150	"	375	300	225	150	142
Seal Bottle	150	"	375	300	225	150	142
Weak Bottle	150	"	375	300	225	150	142
Virus Bottle	150	"	375	300	225	150	142
Life Bottle	500	"	1250	1000	750	500	475
Panacea Bottle	2000	"	6000	4000	3000	2000	1900
Holy Bottle	300	"	900	600	450	300	285
Dark Bottle	300	"	900	600	450	300	285
Magic Lens	10	"	18	16	15	10	9

Item	Base	Required TLP	~1000	~1200	~1500	~2000	2001~
Miracle Gel	3000	"	135000	90000	54000	21000	15000

Absorption Gate completed

Item	Base	Required TLP	~1000	~1500	~1800	~2100	2101~
Apple Gel	150	Chesedonia (1000)	240	210	180	150	142
Lemon Gel	1000	"	2200	1700	1400	1000	950
Orange Gel	250	"	400	350	300	250	237
Pineapple Gel	1500	"	3300	2550	2100	1500	1425
Melange Gel	1000	"	5000	3000	2000	1000	950
Miracle Gel	3000	"	15000	9000	6000	3000	2850
Poison Bottle	150	"	375	300	225	150	142
Paralysis Bottle	150	"	375	300	225	150	142
Stone Bottle	150	"	375	300	225	150	142
Seal Bottle	150	"	375	300	225	150	142
Weak Bottle	150	"	375	300	225	150	142
Virus Bottle	150	"	375	300	225	150	142
Life Bottle	500	"	1250	1000	750	500	475
Panacea Bottle	2000	"	6000	4000	3000	2000	1900
Holy Bottle	300	"	900	600	450	300	285
Dark Bottle	300	"	900	600	450	300	285
Magic Lens	10	"	18	16	15	10	9

ENGEVE SHOPS

AMOROSO

Item	Base	Required TLP	~700	~1000	~1200	~1500	1501~
Sketchy Chicken	32	Engeve (800)	-	35	32	28	25
Rappig Meat	32	"	-	35	32	28	25
Sketchy Beef	40	"	-	44	40	36	32
Chicken	80	"	-	88	80	72	64
Pork	80	"	-	88	80	72	64
Beef	100	"	-	110	100	90	80

Item	Base	Required TLP	~1000	~1200	~1500	1501~	*
Fishy Fish	20	Keterburg (1200)	-	28	28	28	16
Cod	60	"	-	90	90	90	48
Tuna	80	"	-	-	-	-	-

INCALZANDO

Item	Base	Required TLP	~700	~1000	~1200	~1500	1501~
Lettuce	50	Engeve (800)	-	55	50	45	40
Cucumber	50	"	-	55	50	45	40
Carrot	40	"	-	44	40	36	32
Onion	40	"	-	44	40	36	32
Radish	30	"	-	33	30	27	24
Potato	30	"	-	33	30	27	24
Kirima	50	"	-	55	50	45	40
Amango	50	"	-	55	50	45	40
Apple	40	"	-	44	40	36	32
Lemon	40	"	-	44	40	36	32
Strawberry	20	"	-	22	20	18	16
Banana	20	"	-	22	20	18	16
Engeve Rice	80	"	-	88	80	72	64
Engeve Bread	80	"	-	88	80	72	64
Engeve Noodles	80	"	-	88	80	72	64
Egg	20	"	-	22	20	18	16
Milk	10	"	-	11	10	9	8
Cheese	20	"	-	22	20	18	16

Item	Base	Required TLP	~1000	~1200	~1500	~2000	2001~
Kombu	10	Keterburg (1200)	-	-	-	-	-

LEGATO

Item	Base	Required TLP	~700	~1000	~1500	~2000	2001~
Mushroom	50	Engeve (800)	-	-	50	45	40
Tomato	40	"	-	-	40	36	32
Apple	40	"	-	-	34	32	28
Kirima	50	"	-	-	42	40	35
Amango	50	"	-	-	42	40	35
Engeve Rice	80	"	-	-	68	64	56
Engeve Bread	80	"	-	-	68	64	56
Engeve Noodles	80	"	-	-	80	72	64
Egg	20	"	-	-	17	16	14
Milk	10	"	-	-	8	8	7
Tofu	20	"	-	-	20	18	18
Cheese	20	"	-	-	20	18	16

Item	Base	Required TLP	~700	~1200	~1500	~2000	2001~
Miso	500	Engeve (800)	-	-	600	500	450

ENGEVENTE

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Cutlass	300	Chesedonia (1000)	360	330	300	270	240
Wand	500	"	600	550	500	450	400
Leather Mail	250	"	300	275	250	225	200
Iron Guard	225	"	270	247	225	202	180
Leather Helm	150	"	180	165	150	135	120
Cape	130	"	156	143	130	117	104
Bracelet	100	"	120	110	100	90	80

Item	Base	Required TLP	~800	~1200	~1500	~1800	1801~
Apple Gel	150	St. Binah (1200)	-	165	135	120	112
Orange Gel	250	"	-	275	225	200	187
Life Bottle	500	"	-	550	450	400	375
Magic Lens	10	"	-	11	9	8	7

SPICCATO

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Wasier Rapier	6600	Sheridan (100)	-	-	-	-	-
Bastard Sword	7650	"	-	-	-	-	-
Sword Mace	5610	"	-	-	-	-	-
Heavy Halberd	6300	"	-	-	-	-	-
Trident	8300	"	-	-	-	-	-
Rapid Bow	6000	"	-	-	-	-	-
Shincarrow	6900	"	-	-	-	-	-
Battlesuit	3300	"	-	-	-	-	-
Light Plate	3900	"	-	-	-	-	-
Battle Guard	3980	"	-	-	-	-	-
Light Guard	3450	"	-	-	-	-	-
Mystic Cloak	2800	"	-	-	-	-	-
Iron Gauntlet	1900	"	-	-	-	-	-
Hunting Hat	2300	"	-	-	-	-	-
Flare Cape	1900	"	-	-	-	-	-

ST. BINAH SHOPS

AMABILE

Item	Base	Required TLP	~700	~1000	~1200	~1500	1501~
Apple Gel	150	St. Binah (1200)	-	-	180	165	150
Lemon Gel	1000	"	-	-	1400	1200	1100
Orange Gel	250	"	-	-	300	275	250
Pineapple Gel	1500	"	-	-	2100	1800	1650
Melange Gel	1000	"	-	-	-	-	3000
Life Bottle	500	"	-	-	900	800	700
Panacea Bottle	2000	"	-	-	3000	2800	2400
Magic Lens	10	"	-	-	12	11	10

GIUSTO

Item	Base	Required TLP	~1000	~1200	~1300	~1800	1801~
Long Sword	500	St. Binah (1000)	600	600	550	500	450
Rapier	800	"	960	880	880	800	720
Wand	500	"	600	550	550	500	450
Mace	680	"	816	816	748	680	612
Glaive	760	"	912	836	836	760	684
Leather Mail	250	"	300	300	275	250	225
Iron Mail	400	"	480	480	440	400	360
Iron Guard	225	"	270	270	247	225	202
Chain Guard	360	"	432	432	396	360	324
White Robe	340	"	408	374	374	340	306
Bracelet	100	"	120	110	110	100	90
Gloves	100	"	120	110	110	100	90
Leather Helm	150	"	180	165	165	150	135

Item	Base	Required TLP	~800	~1200	~1500	~1800	1801~
Iron Helm	240	St. Binah (1000)	-	264	264	240	216
Ribbon	240	"	-	264	264	240	216
Cape	130	"	-	143	143	130	117

GRAZIOSO

Item	Base	Required TLP	~700	~1000	~1400	~1700	1701~
Lettuce	50	Engeve (800)	-	60	50	45	40
Cucumber	50	"	-	60	50	45	40
Carrot	40	"	-	48	40	36	32
Onion	40	"	-	48	40	36	32
Apple	40	"	-	48	40	36	32
Lemon	40	"	-	48	40	36	32
Strawberry	20	"	-	24	20	18	16
Banana	20	"	-	24	20	18	16
Engeve Rice	80	"	-	112	80	72	64
Engeve Bread	80	"	-	112	80	72	64
Engeve Noodles	80	"	-	112	80	72	64
Egg	20	"	-	28	29	18	16
Milk	10	"	-	14	10	9	8

FACILE

Item	Base	Required TLP	~700	~1000	~1200	~1500	1501~
Apple Gel	150	St. Binah (1200)	-	-	150	135	120
Lemon Gel	1000	"	-	-	1100	1000	850
Orange Gel	250	"	-	-	250	225	200
Pineapple Gel	1500	"	-	-	1650	1500	1275
Melange Gel	1000	"	-	-	1600	1400	1200
Poison Bottle	150	"	-	-	240	210	180
Paralysis Bottle	150	"	-	-	240	210	180
Stone Bottle	150	"	-	-	240	210	180
Seal Bottle	150	"	-	-	240	210	180
Weak Bottle	150	"	-	-	240	210	180
Virus Bottle	150	"	-	-	240	210	180
Life Bottle	500	"	-	-	800	700	600
Panacea Bottle	2000	"	-	-	2400	2000	1700
Magic Lens	10	"	-	-	10	9	8

SOSTENUTO

Item	Base	Required TLP	~800	~1000	~1200	~1500	1501~
Melange Gel	1000	St. Binah (1200)	-	-	1400	1000	800
Miracle Gel	3000	"	-	-	4200	3000	2400
Specific	5000	"	-	-	50000	40000	30000
Treat	5000	"	-	-	50000	40000	30000
Poison Bottle	150	"	-	-	210	150	120
Paralysis Bottle	150	"	-	-	210	150	120
Stone Bottle	150	"	-	-	210	150	120
Seal Bottle	150	"	-	-	210	150	120
Weak Bottle	150	"	-	-	210	150	120
Virus Bottle	150	"	-	-	210	150	120
Life Bottle	500	"	-	-	750	550	425
Cure Bottle	1000	"	-	-	1600	1150	880
Denei Bottle	1000	"	-	-	1600	1150	880
Holy Bottle	300	"	-	-	420	300	240
Dark Bottle	300	"	-	-	420	300	240

FALLEN ST. BINAH SHOPS

FACILE

Item	Base	Required TLP	~700	~1000	~1500	~1800	1801~
Apple Gel	150	St. Binah (800)	-	180	150	135	120
Lemon Gel	1000	"	-	1400	1100	1000	850
Orange Gel	250	"	-	300	250	225	200
Pineapple Gel	1500	"	-	2100	1650	1500	1275
Melange Gel	1000	"	-	2000	1600	1400	1200
Poison Bottle	150	"	-	300	210	150	120
Paralysis Bottle	150	"	-	300	210	150	120
Stone Bottle	150	"	-	300	210	150	120
Seal Bottle	150	"	-	300	210	150	120
Weak Bottle	150	"	-	300	210	150	120
Virus Bottle	150	"	-	300	210	150	120
Life Bottle	500	"	-	1000	750	550	425
Cure Bottle	1000	"	-	2000	1600	1150	880
Denei Bottle	1000	"	-	2000	1600	1150	880
Holy Bottle	300	"	-	900	420	300	240
Panacea Bottle	2000	"	-	4000	2400	2000	1700
Magic Lens	10	"	-	14	10	9	8

SOSTENUTO

Item	Base	Required TLP	~700	~1000	~1200	~1500	1501~
Apple Gel	150	St. Binah (800)	-	270	217	180	157
Melange Gel	1000	"	-	3000	1800	950	850
Miracle Gel	3000	"	-	24000	12000	6000	2400
Specific	5000	"	-	40000	30000	27500	25000
Treat	5000	"	-	40000	30000	27500	25000
Magic Lens	10	"	-	30	20	15	10

Item	Base	Required TLP	~700	~1200	~1600	~2000	2001~
Dark Bottle	300	"	-	6000	3000	1500	600

KAITZUR SHOPS

COPERTI

Item	Base	Required TLP	~700	~1000	~1500	1501~	*
Apple Gel	150	St. Binah (1000)	-	187	187	187	142
Lemon Gel	1000	"	-	1500	1500	1500	950
Orange Gel	250	"	-	312	312	312	237
Pineapple Gel	1500	"	-	2250	2250	2250	1425
Melange Gel	1000	"	-	-	-	-	-
Poison Bottle	150	"	-	300	300	300	142
Life Bottle	500	"	-	1000	1000	1000	475
Panacea Bottle	2000	"	-	4400	4400	4400	1900
Magic Lens	10	"	-	12	12	12	9
Lettuce	50	Engeve (1000)	-	75	75	75	47
Onion	40	"	-	50	50	50	38
Apple	40	"	-	50	50	50	38
Engeve Bread	80	"	-	120	120	120	76

* These prices are available when Jade has the "Lawman" Title equipped.

GLISSANDO

Item	Base	Required TLP	~700	~1200	~1500	1501~	*
Rapier	800	Chesedonia (1000)	1040	1040	1040	1040	720
Broad Sword	1200	"	1800	1800	1800	1800	1080
Mace	680	"	1020	1020	1020	1020	612
Magic Wand	1020	"	1530	1530	1530	1530	918
Glaive	760	"	1140	1140	1140	1140	684
Guisarme	1150	"	1725	1725	1725	1725	1035
Iron Mail	400	"	600	600	600	600	360
Chain Mail	600	"	900	900	900	900	540
Chain Guard	360	"	432	432	432	432	324
White Cloak	500	"	600	600	600	600	450
White Robe	340	"	408	408	408	408	306
Bronze Bracelet	300	"	360	360	360	360	270
White Gloves	300	"	360	360	360	360	270
Beret	360	"	432	432	432	432	324
Alice Band	500	"	600	600	600	600	450

* These prices are available when Jade has the "Lawman" Title equipped.

Item	Base	Required TLP	~700	~1000	~1500	1501~	*
Cape	130	St. Binah (1000)	-	260	260	260	143
Leather Boots	100	"	-	200	200	200	110
Apple Gel	150	"	-	300	300	300	165
Magic Lens	10	"	-	20	20	20	11

* These prices are available when Jade has the "Lawman" Title equipped.

KAITZUR NAVAL PORT SHOPS

POSATO

Item	Base	Required TLP	~700	~1000	~1500	1501~	*
Apple Gel	150	St. Binah (1000)	-	187	187	187	142
Lemon Gel	1000	"	-	1500	1500	1500	950
Orange Gel	250	"	-	312	312	312	237
Pineapple Gel	1500	"	-	2250	2250	2250	1425
Melange Gel	1000	"	-	-	-	-	-
Poison Bottle	150	"	-	300	300	300	142
Paralysis Bottle	150	"	-	300	300	300	142
Stone Bottle	150	"	-	300	300	300	142
Seal Bottle	150	"	-	300	300	300	142
Weak Bottle	150	"	-	300	300	300	142
Virus Bottle	150	"	-	300	300	300	142
Life Bottle	500	"	-	1000	1000	1000	475
Panacea Bottle	2000	"	-	4400	4400	4400	1900
Magic Lens	10	"	-	12	12	12	9
Lettuce	50	Engeve (1000)	-	75	75	75	47
Onion	40	"	-	50	50	50	38
Apple	40	"	-	50	50	50	38
Engeve Bread	80	"	-	120	120	120	76

* These prices are available when Jade has the "Lawman" Title equipped.

CHESEDONIA SHOPS

ALTISSIMO

Start

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Broad Sword	1200	Sheridan (1000)	1560	1440	1320	1200	1080
Scimitar	1750	"	-	2100	1925	1750	1575
Steel Sword	2350	"	-	2820	2937	2585	2115
Dragon Killer	25000	"	1500000	1500000	1250000	1250000	1000000
Magic Wand	1020	"	1326	1224	1122	1020	918
Cane	1490	"	-	1788	1639	1490	1341
Gothic Mace	2000	"	-	2400	2500	2200	1800
Holy Cross	21250	"	1062500	956250	1062500	1062500	850000
Corcesca	1650	"	2145	1980	1815	1650	1485
Scythe	2200	"	-	2640	2420	2200	1980
Bow	1500	"	1950	1800	1875	1650	1350
Custom Bow	2100	"	-	2520	2625	2310	1890
Steel Bow	2200	"	-	2640	2420	2200	1980

Zao Ruins (second visit) completed

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Wasier Rapier	6600	Sheridan (1000)	11880	9240	7260	6600	5940
Bastard Sword	7650	"	13770	10710	8415	7650	6885
Talwar	8750	"	15750	12250	9625	8750	7885
Sword Mace	5610	"	10098	7854	6171	5610	5049
Killer Mace	6500	"	11700	9100	7150	6500	5850
Mystic Rod	7650	"	15300	12240	9562	7650	6885
Heavy Halberd	6300	"	11340	8820	6300	6300	5670
Trident	8300	"	14940	11620	9130	8300	7470
Rapid Bow	6000	"	12000	9600	7500	6000	5400
Shincarrow	6900	"	12420	9660	7590	6900	6210

Item	Base	Required TLP	~1000	~1200	~1500	~2000	2001~
Dragon Killer	25000	Sheridan (1000)	1250000	750000	625000	375000	200000

Eldrant entered

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Hauteclere	22500	Sheridan (1000)	31500	27000	24700	22500	20250
Dragon Killer	25000	"	1500000	1250000	750000	625000	500000
Arc Scepter	19000	"	26600	22800	20900	19000	17100
Holy Cross	21250	"	1062500	956250	212500	85000	19125
Do Sanga	16000	"	20800	19200	17600	16000	14400
Bahamut's Tear	23750	"	30875	28500	26125	23750	21375
Cartors Bow	17500	"	22750	21000	19250	17500	15750
Merciless Bow	22500	"	-	27000	24700	22500	20250

SERIOSO

Start / Eldrant entered

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Wooden Sword	10	Sheridan (1000)	15	12	10	9	8
Blade	100	"	150	125	100	95	85
Cutlass	300	"	450	375	300	285	255
Long Sword	500	"	750	625	500	475	425
Rapier	800	"	1200	1000	800	760	680
Broad Sword	1200	"	1680	1500	1200	1140	1020
Wand	500	"	750	625	500	475	425
Rod	200	"	300	250	200	190	170
Mace	680	"	1020	850	680	646	578
Magic Wand	1020	"	1428	1275	1020	969	867
Spear	500	"	750	625	500	475	425
Glaive	760	"	1140	950	760	722	646
Guisarme	1150	"	1725	1437	1150	1092	977

Zao Ruins (second visit) completed

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Cutlass	300	Sheridan (1000)	450	375	300	285	255
Blade	100	"	150	125	100	95	85
Scimitar	1750	"	2625	2187	1750	1662	1487
Steel Sword	2350	"	3525	2937	2350	2232	1997
Nimble Rapier	3000	"	4500	3750	3000	2850	2550
Cane	1490	"	2235	1862	1490	1415	1266
Gothic Mace	2000	"	3000	2500	2000	1900	1700
Ruby Wand	2550	"	3825	3187	2550	2422	2167
Star Rod	12000	"	18000	15000	12000	11400	10200
Corcesca	1650	"	2475	2062	1650	1567	1402
Scythe	2200	"	3300	2750	2200	2090	1870
Halberd	2600	"	3900	3250	2600	2470	2210
Slash Arrow	3300	"	4950	4125	3300	3135	2805
Composite Bow	4000	"	6000	5000	4000	3800	3400

BELLICOSO

Start

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Chain Mail	600	Sheridan (1000)	1080	780	660	600	540
Splint Mail	855	"	-	1111	940	855	769
Breastplate	1175	"	-	1527	1468	1292	1116
Rare Mail	11250	"	675000	675000	562500	562500	450000
Chain Guard	360	"	648	468	396	360	324
Scale Guard	790	"	1422	1027	869	790	711
Breast Guard	1050	"	-	1365	1312	1155	997
Rare Guard	11250	"	675000	675000	562500	562500	450000
White Cloak	500	"	900	650	550	500	450
Silk Cloak	750	"	1350	975	825	750	675
Feather Cloak	1000	"	-	1300	1250	1100	950
White Robe	340	"	612	442	374	340	306
Silk Robe	744	"	1339	967	818	744	669
Feather Robe	1000	"	-	1300	1250	1100	950
Bronze Bracelet	300	"	540	390	330	300	270
Iron Bracelet	400	"	720	520	440	400	360
Lapis Bracelet	590	"	-	767	737	649	560
White Gloves	300	"	540	390	330	300	270
Silk Gloves	400	"	720	520	440	400	360
Feather Gloves	590	"	-	767	737	649	560

Zao Ruins (second visit) completed

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Silver Plate	1850	Sheridan (1000)	3330	2590	2035	1850	1665
Battlesuit	3300	"	5940	4620	3630	3300	2970
Light Plate	3900	"	-	5850	4875	4290	3705
Knight Armor	4500	"	8100	6300	4950	4500	4050
Battle Guard	3980	"	7164	5572	4378	3980	3582
Light Guard	3450	"	-	5175	4312	3795	3277
Silver Cloak	1900	"	3420	2660	2090	1900	1710
Mystic Cloak	2800	"	5040	3920	3080	2800	2520
Mage Cloak	3700	"	-	5550	4625	4070	3515
Cerulean Robe	2800	"	5040	3920	3080	2800	2520
Mirage Robe	3250	"	5850	4550	3575	3250	2925
Steel Bracelet	750	"	-	1125	937	825	712
Silver Bracelet	930	"	1647	1302	1023	930	837
Gold Bracelet	1120	"	2016	1568	1232	1120	1008
Platinum Bracelet	1650	"	-	2475	2062	1815	1567
Mystic Gloves	1650	"	2970	2310	1815	1650	1485
Iron Gauntlets	1900	"	3420	2660	2090	1900	1710

Eldrant entered

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Splint Mail	855	Sheridan (1000)	1539	1111	940	855	769
Breastplate	1175	"	1645	1527	1468	1292	1116
Rare Mail	11250	"	15750	14625	14062	12375	10687
Brigandine	12500	"	17500	16250	15625	13750	11875
Breast Guard	1050	"	1470	1365	1312	1155	997
Rare Guard	11250	"	15750	14625	14062	12375	10687
Silk Cloak	750	"	1350	975	825	750	675
Feather Cloak	1000	"	1400	1300	1250	1100	950
Reflection Cloak	10600	"	14840	13780	13250	11660	10070
Feather Robe	1000	"	1400	1300	1250	1100	950
Viridian Robe	10600	"	14840	13780	13250	11660	10070
Iron Bracelet	400	"	720	520	440	400	360
Lapis Bracelet	590	"	1062	767	649	590	531
Angel Bracelet	5250	"	7350	6825	6562	5775	4987
Draupnir	6250	"	8750	8125	7812	6875	5937
Feather Gloves	590	"	1062	767	649	590	531
Queen Gloves	6250	"	8750	8125	7812	6875	5937

CON EFFETTO

Start / Eldrant entered

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Poison Ward	1000	Sheridan (1000)	2000	1600	1400	1200	950
Paralysis Ward	2000	"	4000	3200	2800	2400	1900
Stone Ward	4000	"	8000	6400	5600	4800	3800
Drain Ward	4000	"	8000	6400	5600	4800	3800
Stun Bracelet	5000	"	10000	8000	7000	6000	4750
Protect Ring	5000	"	10000	8000	7000	6000	4750
Resist Ring	5000	"	10000	8000	7000	6000	4750

Item	Base	Required TLP	~1000	~1200	~1500	~2000	2001~
Garnet	10000	Sheridan (1000)	-	-	25000	18000	12000
Aquamarine	10000	"	-	-	25000	18000	12000
Opal	10000	"	-	-	25000	18000	12000
Ruby	10000	"	-	-	25000	18000	12000
Magic Mist	5000	"	-	-	12500	9000	6000

Zao Ruins (second visit) completed

Item	Base	Required TLP	~1000	~1200	~1500	~2000	2001~
Poison Ward	1000	Sheridan (1000)	2000	1600	1200	1000	900
Poison Charm	4000	"	10000	8000	5600	4800	3800
Paralysis Ward	2000	"	4000	3200	2400	2000	1800
Paralysis Charm	5000	"	12500	10000	7000	6000	4750
Stone Ward	4000	"	8000	6400	4800	4000	3600
Stone Charm	8000	"	20000	16000	11200	9600	7600
Drain Ward	4000	"	8000	6400	4800	4000	3600
Drain Charm	8000	"	20000	16000	11200	9600	7600
Amulet	10000	"	20000	16000	12000	10000	9000
Stun Bracelet	5000	"	10000	8000	6000	5000	4500
Stun Talisman	8000	"	16000	12800	9600	8000	7200
Protect Ring	5000	"	10000	8000	6000	5000	4500
Resist Ring	5000	"	10000	8000	6000	5000	4500

Item	Base	Required TLP	~1000	~1200	~1500	~2000	2001~
Garnet	10000	Sheridan (1000)	25000	20000	15000	12000	9500
Aquamarine	10000	"	25000	20000	15000	12000	9500
Opal	10000	"	25000	20000	15000	12000	9500
Ruby	10000	"	25000	20000	15000	12000	9500
Magic Mist	5000	"	12500	10000	7500	6000	4750

FIERAMENTE

Start / Eldrant entered

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Apple Gel	150	St. Binah (1000)	225	187	165	150	135
Lemon Gel	1000	"	2000	1600	1250	1000	900
Orange Gel	250	"	375	312	275	250	225
Pineapple Gel	1500	"	3000	2400	1875	1500	1350
Melange Gel	1000	"	3000	2500	2000	1000	900
Poison Bottle	150	"	330	270	210	150	135
Paralysis Bottle	150	"	330	270	210	150	135
Stone Bottle	150	"	330	270	210	150	135
Seal Bottle	150	"	330	270	210	150	135
Weak Bottle	150	"	330	270	210	150	135
Virus Bottle	150	"	330	270	210	150	135
Life Bottle	500	"	1100	900	700	500	450
Panacea Bottle	2000	"	6000	3600	2800	2000	1800
Holy Bottle	300	"	900	540	420	300	270
Dark Bottle	300	"	900	540	420	300	270
Magic Lens	10	"	18	15	12	10	9

Item	Base	Required TLP	~1000	~1200	~1500	~2000	2001~
Miracle Gel	3000	St. Binah (1000)	90000	75000	45000	15000	4500

Zao Ruins (second visit) completed

Item	Base	Required TLP	~1000	~1200	~1500	~2000	2001~
Melange Gel	1000	St. Binah (1000)	1600	1500	1400	1200	1000
Miracle Gel	3000	"	5400	4500	4200	3600	3000
Specific	5000	"	25000	22500	21250	20000	19000
Treat	5000	"	25000	22500	21250	20000	19000
Poison Bottle	150	"	225	210	180	150	135
Paralysis Bottle	150	"	225	210	180	150	135
Stone Bottle	150	"	225	210	180	150	135
Seal Bottle	150	"	225	210	180	150	135
Weak Bottle	150	"	225	210	180	150	135
Virus Bottle	150	"	225	210	180	150	135
Life Bottle	500	"	800	700	600	500	450
Cure Bottle	1000	"	1600	1400	1200	1000	900
Dinei Bottle	1000	"	1600	1400	1200	1000	900
Holy Bottle	300	"	540	420	360	300	270
Dark Bottle	300	"	540	420	360	300	270
Magic Lens	10	"	15	14	12	10	9

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Apple Gel	150	St. Binah (1000)	225	187	165	150	142
Orange Gel	250	"	375	312	275	250	237

NON TROPPO

Start / Eldrant entered

Item	Base	Required TLP	~700	~1000	~1200	~1500	1501~
Beef	100	Engeve (1000)	200	150	140	120	95
Chicken	80	"	160	120	112	96	76
Pork	80	"	160	120	112	96	76
Octopus	40	"	80	60	56	48	38
Squid	40	"	80	60	56	48	38

Start / Eldrant entered

Item	Base	Required TLP	~700	~1000	~1200	~1500	1501~
Shrimp	40	"	80	60	56	48	38
Carrot	40	"	80	60	56	48	38
Onion	40	"	80	60	56	48	38
Radish	30	"	60	45	42	36	28
Tomato	40	"	80	60	56	48	38
Apple	40	"	80	60	56	48	38
Lemon	40	"	80	60	56	48	38
Strawberry	20	"	40	30	28	24	19
Engeve Rice	80	"	160	120	112	96	76
Engeve Bread	80	"	160	120	112	96	76
Engeve Noodles	80	"	160	120	112	96	76
Egg	20	"	40	30	28	24	19
Milk	10	"	20	15	14	12	9

Zao Ruins (second visit) completed

Item	Base	Required TLP	~700	~1000	~1200	~1500	1501~
Beef	100	Engeve (1000)	200	150	140	115	90
Chicken	80	"	160	120	112	92	72
Pork	80	"	160	120	112	92	72
Snapper	80	Keterburg (1000)	160	120	112	92	72
Cod	60	"	120	90	84	69	54
Salmon	60	"	120	90	84	69	54
Carrot	40	Engeve (1000)	80	60	56	46	36
Onion	40	"	80	60	56	46	36
Radish	30	"	60	45	42	34	27
Tomato	40	"	60	60	56	46	36
Apple	40	"	60	60	56	46	36
Lemon	40	"	60	60	56	46	36
Strawberry	20	"	40	30	28	23	18
Engeve Rice	80	"	160	120	112	92	72
Engeve Bread	80	"	160	120	112	92	72
Engeve Noodles	80	"	160	120	112	92	72
Mushroom	50	"	100	75	70	57	45
Tofu	20	"	40	30	28	23	18

SPIRITOSO

Start

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Leather Helm	150	Sheridan (1000)	270	210	165	150	135
Iron Helm	240	"	432	336	264	240	216
Armet Helm	525	"	945	787	656	577	498
Steel Helm	700	"	-	980	770	700	630
Alice Band	500	"	900	700	550	500	450
Bronze Circlet	1000	"	1800	1500	1250	1100	950
Iron Circlet	2000	"	-	2800	2200	2000	1800
Beret	360	"	648	504	396	360	324
Straw Hat	525	"	945	787	656	577	498
Pointed Hat	700	"	-	980	770	700	630
Ribbon	240	"	432	336	264	240	216
Orange Ribbon	525	"	945	787	656	577	498
Yellow Ribbon	700	"	-	980	770	700	630
Striped Ribbon	4650	"	279000	279000	232500	232500	186000
Cape	130	"	234	182	143	130	117
Leather Cape	580	"	-	870	725	638	551
Leather Boots	100	"	180	140	110	100	90

Zao Ruins (second visit) completed

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Steel Helm	700	Sheridan (1000)	1260	980	770	700	630
Silver Helm	1350	"	2430	1890	1485	1350	1215
Cross Helm	1980	"	3960	3168	2475	2178	1881
Steel Circlet	4000	"	7200	5600	4400	4000	3600
Silver Circlet	6000	"	10800	8400	6600	6000	5400
Gold Circlet	8000	"	16000	12800	10000	8800	7600
Green Beret	900	"	1620	1260	990	900	810
Silver Hat	1380	"	2484	1932	1518	1380	1242
Hunting Hat	2300	"	4600	3680	2875	2530	2185
Green Ribbon	1350	"	2430	1890	1485	1350	1215
Blue Ribbon	1980	"	3564	2772	2178	1980	1782
Purple Ribbon	2600	"	5200	4160	3250	2860	2470
Thief's Cape	750	"	1500	1200	937	825	712
Silver Boots	1000	"	2000	1600	1250	1100	950
Iron Boots	1500	"	3000	2400	1875	1650	1425
Flare Cape	1900	"	3800	3040	2375	2090	1805

Eldrant entered

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Armet Helm	525	Sheridan (1000)	945	735	577	525	472
Steel Helm	700	"	1260	980	770	700	630
Rare Helm	7500	"	13500	11250	9375	8250	7125
Wizard Hat	7500	"	10500	10500	8250	7500	6750
Alice Band	500	"	900	700	550	500	450
Bronze Circlet	1000	"	1800	1500	1250	1100	950
Iron Circlet	2000	"	2800	2800	2200	2000	1800
Straw Hat	525	"	945	787	656	577	498
Pointed Hat	700	"	980	980	770	700	630
Orange Ribbon	525	"	945	787	656	577	498
Yellow Ribbon	700	"	980	980	770	700	630
Striped Ribbon	4650	"	6510	6510	5115	4650	4185
Cape	130	"	234	182	143	130	117
Leather Cape	580	"	812	870	725	638	551
Earth Cape	6250	"	8750	9375	7812	6875	5937

DESERT OASIS SHOPS

CESURA

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Sketchy Beef	40	Chesedonia (1000)	80	60	56	48	38
Sketchy Chicken	32	"	64	48	44	38	30
Rappig Meat	32	"	64	48	44	38	30
Beef	100	"	-	-	150	120	95
Chicken	80	"	-	-	120	96	76
Pork	80	"	-	-	120	96	76
Fishy Fish	20	"	40	30	28	24	19
Carrot	40	"	80	60	56	48	38
Onion	40	"	80	60	56	48	38
Mushroom	50	"	100	75	70	60	47
Potato	30	"	60	45	42	36	28
Apple	40	"	80	60	56	48	38
Lemon	40	"	80	60	56	48	38
Engeve Bread	80	"	160	120	112	96	76

LENTO

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Apple Gel	150	Chesedonia (1000)	225	187	172	150	135
Lemon Gel	1000	"	2000	1600	1400	1150	1000
Orange Gel	250	"	375	312	287	250	225
Pineapple Gel	1500	"	3000	2400	2100	1725	1500
Melange Gel	1000	"	3000	1800	1500	1250	1100
Specific	5000	"	25000	24000	23500	23000	22500
Treat	5000	"	25000	24000	23500	23000	22500
Life Bottle	500	"	750	625	575	500	450
Cure Bottle	1000	"	2000	1600	1400	1150	1000
Dinei Bottle	1000	"	2000	1600	1400	1150	1000
Holy Bottle	300	"	450	375	345	300	270
Dark Bottle	300	"	450	375	345	300	270
Magic Lens	10	"	15	12	11	10	9

FRESCO

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Scimitar	1750	Chesedonia (1000)	2625	2187	2012	1750	1575
Cane	1490	"	2980	2384	2086	1713	1490
Corcesca	1650	"	2475	2062	1897	1650	1485
Bow	1500	"	3000	2400	2100	1725	1500
Splint Mail	855	"	2565	1539	1282	1068	940
Scale Guard	790	"	1580	1264	1106	908	790
Silk Cloak	750	"	1500	1200	1050	862	750
Silk Robe	744	"	1116	930	855	744	669
Bronze Bracelet	300	"	600	480	420	345	300
Iron Bracelet	400	"	800	640	560	460	400
White Gloves	300	"	450	375	345	300	270
Silk Gloves	400	"	600	500	460	400	360
Leather Boots	100	"	150	125	115	100	90

AKZERIUTH SHOPS

AKZERISSIMO

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Apple Gel	150	-	225	225	225	225	225
Lemon Gel	1000	-	1500	1500	1500	1500	1500
Orange Gel	250	-	375	375	375	375	375
Pineapple Gel	1500	-	2250	2250	2250	2250	2250
Melange Gel	1000	-	1500	1500	1500	1500	1500
Life Bottle	500	-	750	750	750	750	750
Panacea Bottle	2000	-	3000	3000	3000	3000	3000
Holy Bottle	300	-	450	450	450	450	450
Dark Bottle	300	-	450	450	450	450	450
Magic Lens	10	-	15	15	15	15	15
Chicken	80	-	120	120	120	120	120
Pork	80	-	120	120	120	120	120
Carrot	40	-	60	60	60	60	60
Onion	40	-	60	60	60	60	60
Apple	40	-	60	60	60	60	60
Banana	20	-	30	30	30	30	30
Bread	100	-	200	200	200	200	200
Cheese	20	-	40	40	40	40	40

VITTORIOSO

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Scimitar	1750	-	1925	1925	1925	1925	1925
Steel Sword	2350	-	2585	2585	2585	2585	2585
Cane	1490	-	1693	1693	1693	1693	1693
Gothic Mace	2000	-	2200	2200	2200	2200	2200
Corcesca	1650	-	1815	1815	1815	1815	1815
Scythe	2200	-	2420	2420	2420	2420	2420
Custom Bow	2100	-	2310	2310	2310	2310	2310
Steel Bow	2200	-	2420	2420	2420	2420	2420
Breastplate	1175	-	1292	1292	1292	1292	1292
Breast Guard	1050	-	1155	1155	1155	1155	1155
Feather Cloak	1000	-	1100	1100	1100	1100	1100
Feather Robe	1000	-	1100	1100	1100	1100	1100
Bronze Bracelet	300	-	330	330	330	330	330
Iron Bracelet	400	-	440	440	440	440	440
White Gloves	300	-	330	330	330	330	330
Silk Gloves	400	-	440	440	440	440	440
Leather Boots	100	-	110	110	110	110	110

YULIA CITY SHOPS

RISOLUTO

Start

Item	Base	Required TLP	~1500	~1800	~2200	~2500	2501~
Apple Gel	150	Daath (1500)	300	270	255	255	255
Lemon Gel	1000	"	2000	1800	1700	1700	1700
Orange Gel	250	"	500	450	425	425	425
Pineapple Gel	1500	"	3000	2700	2550	2550	2550
Melange Gel	1000	"	2000	1800	1700	1700	1700
Life Bottle	500	"	1000	900	850	850	850
Panacea Bottle	2000	"	4000	3600	3400	3400	3400
Holy Bottle	300	"	600	540	510	510	510
Dark Bottle	300	"	600	540	510	510	510
Magic Lens	10	"	20	18	17	17	17
Chicken	80	"	200	176	160	160	160
Pork	80	"	200	176	160	160	160
Carrot	40	"	100	88	80	80	80
Onion	40	"	100	88	80	80	80
Apple	40	"	100	88	80	80	80
Banana	20	"	50	44	40	40	40
Bread	100	"	250	220	200	200	200
Cheese	20	"	50	44	40	40	40

Absorption Gate completed

Item	Base	Required TLP	~1500	~1800	~2200	~2500	2501~
Apple Gel	150	Daath (1500)	300	285	270	255	225
Lemon Gel	1000	"	2000	1900	1800	1700	1500
Orange Gel	250	"	500	475	450	425	375
Pineapple Gel	1500	"	3000	2850	2700	2550	2250
Melange Gel	1000	"	2000	1900	1800	1700	1500
Life Bottle	500	"	1000	950	850	850	750
Panacea Bottle	2000	"	4000	3800	3600	3400	3000
Holy Bottle	300	"	600	570	540	510	450
Dark Bottle	300	"	600	570	540	510	450
Magic Lens	10	"	20	19	18	17	15
Chicken	80	"	160	152	144	136	120
Pork	80	"	160	152	144	136	120
Carrot	40	"	80	76	72	68	60
Onion	40	"	80	76	72	68	60
Apple	40	"	80	76	72	68	60
Banana	20	"	40	38	36	34	30
Bread	100	"	200	190	180	170	150
Cheese	20	"	40	38	36	34	30

DAATH SHOPS

SEMPRE

Start

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Nimble Rapier	3000	Sheridan (1000)	3600	3600	3300	3000	2700
Great Sword	3700	"	4440	4440	4070	3700	3330
Ruby Wand	2550	"	3060	3060	2805	2550	2295
Silver Rod	3150	"	3780	3780	3465	3150	2835
Halberd	2600	"	3120	3120	2860	2600	2340
Partisan	3500	"	4200	4200	3850	3500	3150
Self Bow	2700	"	3240	3240	2970	2700	2430
Slash Arrow	3300	"	3960	3960	3630	3300	2970
Great Bow	3780	"	4536	4536	4158	3780	3402
Silver Mail	1500	"	1800	1800	1650	1500	1350
Breast Guard	1050	"	1260	1260	1155	1050	945
Silver Guard	1650	"	1980	1980	1815	1650	1485
Magic Cloak	1280	"	1536	1536	1408	1280	1152
Silver Robe	1550	"	1860	1860	1705	1550	1395
Silver Bracelet	930	"	1116	1116	1023	930	837
Silver Gloves	750	"	900	900	825	750	675
Green Beret	900	"	1080	1080	990	900	810
Steel Circlet	4000	"	4800	4800	4400	4000	3600
Silver Boots	1000	"	1200	1200	1100	1000	900
Thief's Cape	750	"	900	900	825	750	675

Zao Ruins (second visit) completed

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Talwar	8750	Sheridan (1000)	10500	10500	9625	8750	7875
Killer Sword	9000	"	10800	10800	9900	9000	8100
Killer Mace	6500	"	7800	7800	7150	6500	5850
Mystic Rod	7650	"	9180	9180	8415	7650	6885
Trident	8300	"	9960	9960	9130	8300	7470
Crescent	9500	"	11400	11400	10450	9500	8550
Killer Bow	8100	"	9720	9720	8910	8100	7290
Clay Arrow	8500	"	16200	16200	14850	13500	12150
Light Plate	3900	"	4680	4680	4290	3900	3510
Knight Armor	4500	"	5400	5400	4950	4500	4050
Light Guard	3450	"	4140	4140	3795	3450	3105
Knight Guard	4000	"	4800	4800	4400	4000	3600
Mage Cloak	3700	"	4440	4440	4070	3700	3330
Mirage Cloak	4000	"	4800	4800	4400	4000	3600
Mirage Robe	3250	"	3900	3900	3575	3250	2925
Knight Robe	4800	"	5760	5760	5280	4800	4320
Diamond Bracelet	2250	"	2700	2700	2475	2250	2025
Purple Ribbon	2600	"	3120	3120	2860	2600	2340
Platinum Circlet	10000	"	12000	12000	11000	10000	9000

Mt. Zaleho (first visit) completed							
Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Imperial Guard	12500	Sheridan (1000)	15000	15000	13750	12500	11250
Arc Wand	10500	"	12600	12600	11550	10500	9450
Papillion	11900	"	14280	14280	13090	11900	10710
Hunting Bow	11250	"	13500	13500	12375	11250	10125
Mythril Mail	6300	"	7560	7560	6930	6300	5670
Mighty Guard	14800	"	17760	17760	16280	14800	13320
Druid Cloak	5300	"	6360	6360	5830	5300	4770
Amber Robe	5300	"	6360	6360	5830	5300	4770
Tartan Ribbon	3750	"	4500	4500	4125	3750	3375
Iron Boots	750	"	900	900	825	750	675

DEVOTO

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Lettuce	50	Engeve (1000)	150	100	90	80	70
Cucumber	50	"	150	100	90	80	70
Carrot	40	"	120	80	72	64	56
Onion	40	"	120	80	72	64	56
Radish	30	"	90	60	54	48	42
Mushroom	50	"	150	100	90	80	70
Tomato	40	"	120	80	72	64	56
Potato	30	"	90	60	54	48	42
Kirima	50	"	150	100	90	80	70
Amango	50	"	150	100	90	80	70
Apple	40	"	120	80	72	64	56
Lemon	40	"	120	80	72	64	56
Strawberry	20	"	60	40	36	32	28
Banana	20	"	60	40	36	32	28
Egg	20	"	60	40	36	32	28
Milk	10	"	30	20	18	16	14
Tofu	20	"	60	40	36	32	28
Cheese	20	"	60	40	36	32	28

ARIOSO

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Apple Gel	150	St. Binah (1000)	180	180	180	180	180
Lemon Gel	1000	"	1200	1200	1200	1200	1200
Orange Gel	250	"	250	250	250	250	250
Pineapple Gel	1500	"	1800	1800	1800	1800	1800
Poison Bottle	150	"	180	180	180	180	180
Paralysis Bottle	150	"	180	180	180	180	180
Stone Bottle	150	"	180	180	180	180	180
Seal Bottle	150	"	180	180	180	180	180
Weak Bottle	150	"	180	180	180	180	180
Virus Bottle	150	"	180	180	180	180	180
Life Bottle	500	"	600	600	600	600	600
Holy Bottle	300	"	360	360	360	360	360
Dark Bottle	300	"	360	360	360	360	360
Magic Lens	10	"	12	12	12	12	12

FEROCE

Item	Base	Required TLP	~1000	~1500	~1800	~2200	2201~
Wizard Cane	4000	Chesedonia (1000)	-	80000	60000	40000	28000
Table Knife	50000	"	-	1000000	750000	500000	350000
Spoon	50000	"	-	1000000	750000	500000	350000
Fork	50000	"	-	1000000	750000	500000	350000
Kitchen Mittens	800	"	-	16000	12000	8000	5600
Snow Mittens	800	"	-	16000	12000	8000	5600
Elven Cape	1650	"	-	33000	24750	16500	11550
Heavy Boots	3000	"	-	60000	45000	30000	21000
Rebirth Doll	50000	"	-	1000000	750000	500000	350000
Lottery Gel	2	"	-	-	-	-	-
Miso	500	"	-	15000	12500	7500	5000

GRAND CHOKMAH SHOPS

SCHERZANDO

Start							
Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Falx	4500	Chesedonia (1000)	6750	6300	5850	4950	4500
Silver Sword	5600	"	8400	7840	7280	6160	5600
Silver Rod	3150	"	4725	4410	4095	3465	3150
Partisan	3500	"	5250	4900	4550	3850	3500
Bardiche	4300	"	6450	6020	5590	4730	4300
Slash Arrow	3300	"	4950	4620	4290	3630	3300
Composite Bow	4000	"	5600	5200	4800	4000	4000
Silver Mail	1500	"	2100	1950	1800	1500	1500
Silver Plate	1850	"	2590	2405	2220	1850	1850
Silver Guard	1650	"	2310	2145	1980	1650	1650
Half Guard	2000	"	2800	2600	2400	2000	2000
Silver Cloak	1900	"	2660	2470	2280	1900	1900
Silver Robe	1550	"	2170	2015	1860	1550	1550
Misty Robe	1900	"	2660	2470	2280	1900	1900
Silver Bracelet	930	"	1302	1209	1116	930	930
Gold Bracelet	1120	"	1568	1456	1344	1120	1120
Silver Gloves	750	"	1050	975	900	750	750
Silver Hat	1380	"	1932	1794	1656	1380	1380
Silver Circlet	6000	"	8400	7800	7200	6000	6000
Iron Boots	1500	"	2100	1950	1800	1500	1500

Tataroo Valley (second visit) completed							
Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Killer Sword	9000	Chesedonia (1000)	27000	22500	20700	18900	16200
Mystic Rod	7650	"	22950	19125	17595	16065	13770
Trident	8300	"	24900	20750	19090	17430	14940
Killer Bow	8100	"	24300	20250	18630	17010	14580
Knight Armor	4500	"	11250	9900	9000	8100	7200
Knight Guard	4000	"	10000	8800	8000	7200	6400
Mage Cloak	3700	"	9250	8140	7400	6660	5920
Mirage Robe	3250	"	8125	7150	6500	5850	5200
Diamond Bracelet	2250	"	5625	4950	4500	4050	3600
Mirage Gloves	2250	"	5625	4950	4500	4050	3600
Poison Charm	4000	"	10000	8800	8000	7200	6400
Paralysis Charm	5000	"	12500	11000	10000	9000	8000
Stone Charm	8000	"	20000	17600	16000	14400	12800
Drain Charm	8000	"	20000	17600	16000	14400	12800

CRESCENDO

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Apple Gel	150	St. Binah (1400)	-	-	187	165	150
Lemon Gel	1000	"	-	-	1250	1100	1000
Orange Gel	250	"	-	-	312	275	250
Pineapple Gel	1500	"	-	-	1875	1650	1500
Melange Gel	1000	"	-	-	1250	1100	1000
Poison Bottle	150	"	-	-	300	225	180
Paralysis Bottle	150	"	-	-	300	225	180
Stone Bottle	150	"	-	-	300	225	180
Seal Bottle	150	"	-	-	300	225	180
Weak Bottle	150	"	-	-	300	225	180
Virus Bottle	150	"	-	-	300	225	180
Life Bottle	500	"	-	-	750	600	500
Panacea Bottle	2000	"	-	-	3000	2400	2000
Holy Bottle	300	"	-	-	600	450	360
Dark Bottle	300	"	-	-	600	450	360
Magic Lens	10	"	-	-	15	12	10

DECISO

Start

Item	Base	Required TLP	~1000	~1500	~1800	~2200	2201~
Beef	100	Engeve (1500)	-	125	100	95	90
Chicken	80	"	-	100	80	76	72
Pork	80	"	-	100	80	76	72
Snapper	80	Keterburg (1500)	-	100	80	76	72
Cod	60	"	-	75	60	57	54
Salmon	60	"	-	75	60	57	54
Lettuce	50	Engeve (1500)	-	62	50	47	45
Cucumber	50	"	-	62	50	47	45
Carrot	40	"	-	50	40	38	36
Onion	40	"	-	50	40	38	36
Apple	40	"	-	50	40	38	36
Lemon	40	"	-	50	40	38	36
Engeve Rice	80	"	-	100	80	76	72
Engeve Bread	80	"	-	100	80	76	72
Engeve Noodles	80	"	-	100	80	76	72
Egg	20	"	-	25	20	19	18
Milk	10	"	-	12	10	9	9

Item	Base	Required TLP	~800	~1500	~1800	~2200	2201~
Cheese	20	Engeve (1500)	-	25	20	19	18

Tataroo Valley (second visit) completed

Item	Base	Required TLP	~1000	~1500	~1800	~2200	2201~
Beef	100	Engeve (1500)	-	125	100	95	90
Chicken	80	"	-	100	80	76	72
Pork	80	"	-	100	80	76	72
Snapper	80	Keterburg (1500)	-	100	80	76	72
Cod	60	"	-	75	60	57	54
Salmon	60	"	-	75	60	57	54
Radish	30	Engeve (1500)	-	37	30	28	27
Mushroom	50	"	-	62	50	47	45

Tataroo Valley (second visit) completed

Item	Base	Required TLP	~1000	~1500	~1800	~2200	2201~
Tomato	40	"	-	50	40	38	36
Potato	30	"	-	37	30	28	27
Kirima	50	"	-	62	50	47	45
Amango	50	"	-	62	50	47	45
Banana	20	"	-	25	20	19	18
Engeve Rice	80	"	-	100	80	76	72
Engeve Bread	80	"	-	100	80	76	72
Engeve Noodles	80	"	-	100	80	76	72
Tofu	20	"	-	25	20	19	18

Item	Base	Required TLP	~800	~1200	~1500	~2200	2201~
Kombu	10	Keterburg (1500)	-	12	10	9	9

BRILLANTE

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
All Divide	2	Chesedonia (1000)	100000	100000	100000	100000	100000
Hourglass	2	"	200000	200000	200000	200000	200000
Carmine Chamber	2	"	10000	10000	10000	10000	10000
Cobalt Chamber	2	"	10000	10000	10000	10000	10000
Grass Chamber	2	"	10000	10000	10000	10000	10000

Item	Base	Required TLP	~800	~1200	~1500	~1800	1801~
Sunlight Chamber	2	St. Binah (1200)	-	9000	8000	7000	6000
Specific	5000	"	-	22500	20000	17500	15000
Treat	5000	"	-	22500	20000	17500	15000
Special Gel	2	"	-	20000	20000	20000	20000
Lottery Gel	2	"	-	800	600	400	200

SHERIDAN SHOPS

OMAGGIO

Start

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Silver Sword	5600	Sheridan (800)	7840	7280	6720	6440	5040
Wasier Rapier	6600	"	9240	8580	7920	7590	7160
Talwar	8750	"	-	-	-	175000	157500
Knight Fencer	11250	"	-	-	-	225000	202500
Silver Rod	3150	"	4410	4095	3780	3622	2835
Sword Mace	5610	"	7854	7293	6732	6451	6171
Knight Mace	9500	"	-	-	-	190000	171000
Mystic Rod	7650	"	-	-	-	153000	137700
Bardiche	4300	"	6020	5590	5160	4945	3870
Heavy Halberd	6300	"	8820	8190	7560	7245	6930
Trident	8300	"	-	-	-	166000	149400
Crescent	9500	"	-	-	-	190000	171000
Slash Arrow	3300	"	4620	4290	3960	3795	2970
Composite Bow	4000	"	5600	5200	4800	4600	4400
Killer Bow	8100	"	-	-	-	162000	145800
Hamayumi	10000	"	-	-	-	200000	180000

Treaty signed

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Silver Sword	5600	Sheridan (800)	7840	7280	6720	6440	5040
Wasier Rapier	6600	"	9240	8580	7920	7590	5940
Talwar	8750	"	12250	11375	10500	10062	7875
Knight Fencer	11250	"	15750	14625	13500	12937	10125
Silver Rod	3150	"	4410	4095	3780	3622	2835
Sword Mace	5610	"	7854	7293	6732	6451	5049
Knight Mace	9500	"	13300	12350	11400	10925	8550
Mystic Rod	7650	"	10710	9945	9180	8797	6885
Bardiche	4300	"	6020	5590	5160	4945	3870
Heavy Halberd	6300	"	8820	8190	7560	7245	5670
Trident	8300	"	11620	10790	9960	9545	7470
Crescent	9500	"	13300	12350	11400	10925	8550
Slash Arrow	3300	"	4620	4290	3960	3795	2970
Composite Bow	4000	"	5600	5200	4800	4600	3600
Killer Bow	8100	"	11340	10530	9720	9315	7290
Hamayumi	10000	"	14000	13000	12000	11500	9000

VIVACISSIMO

Start

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Silver Helm	1350	Sheridan (800)	1890	1755	1620	1552	1215
Cross Helm	1980	"	2772	2574	2376	2277	1782
Knight Helm	2700	"	-	-	-	54000	48600
Duel Helm	3380	"	-	-	-	67600	60840
Silver Hat	1380	"	1932	1794	1656	1587	1242
Knight Hat	2700	"	-	-	-	54000	48600
Silk Hat	3380	"	-	-	-	67600	60840
Green Ribbon	1350	"	1890	1755	1620	1552	1215
Blue Ribbon	1980	"	3960	3564	2772	2277	1782
Pretty Ribbon	3380	"	-	-	-	67600	60840
Silver Circlet	6000	"	8400	7800	7200	6900	5400
Gold Circlet	8000	"	16000	14400	11200	9200	7200
Knight Circlet	12000	"	-	-	-	240000	216000
Iron Boots	1500	"	2100	1950	1800	1725	1350
Elven Cape	1650	"	3300	2970	2310	1897	1485
Aqua Cape	2800	"	-	-	-	56000	50400

Treaty signed

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Silver Helm	1350	Sheridan (800)	1890	1755	1620	1552	1215
Cross Helm	1980	"	2772	2574	2376	2277	1782
Knight Helm	2700	"	3780	3510	3240	3105	2430
Duel Helm	3380	"	4732	4394	4056	3887	3042
Silver Hat	1380	"	1932	1794	1656	1587	1242
Knight Hat	2700	"	3780	3510	3240	3105	2430
Silk Hat	3380	"	4732	4394	4056	3887	3042
Green Ribbon	1350	"	1890	1755	1620	1552	1215
Blue Ribbon	1980	"	2772	2574	2376	2277	1782
Pretty Ribbon	3380	"	4732	4394	4056	3887	3042
Silver Circlet	6000	"	8400	7800	7200	6900	5400
Gold Circlet	8000	"	11200	10400	9600	9200	7200
Knight Circlet	12000	"	16800	15600	14400	13800	10800
Iron Boots	1500	"	2100	1950	1800	1725	1350
Elven Cape	1650	"	3300	2970	2310	1897	1485
Aqua Cape	2800	"	3920	3640	3360	3220	2520

A CAPPELLA

Start

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Silver Plate	1850	Sheridan (800)	2590	2405	2220	2127	1665
Battlesuit	3300	"	4620	4290	3960	3795	3630
Full Plate	5650	"	-	-	-	113000	101700
Half Guard	2000	"	2800	2600	2400	2300	1800
Battle Guard	3980	"	5572	5174	4776	4577	4378
Royal Guard	5000	"	-	-	-	100000	90000
Silver Cloak	1900	"	2660	2470	2280	2185	1710
Mystic Cloak	2800	"	3920	3640	3360	3220	3080
Knight Cloak	4780	"	-	-	-	95600	86040
Misty Robe	1900	"	2660	2470	2280	2185	1710
Cerulean Robe	2800	"	3920	3640	3360	3220	3080
Knight Robe	4800	"	-	-	-	96000	86400
Gold Bracelet	1120	"	1568	1456	1344	1288	1008
Platinum Bracelet	1650	"	2310	2145	1980	1897	1485
Silver Gloves	750	"	1050	975	900	862	675
Mystic Gloves	1650	"	2310	2145	1980	2475	1815
Knight Bracelet	2800	"	-	-	-	56000	50400
Knight Gloves	2800	"	-	-	-	56000	50400

Treaty signed

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Silver Plate	1850	Sheridan (800)	2590	2405	2220	2127	1665
Battlesuit	3300	"	4620	4290	3960	3795	2970
Knight Armor	4500	"	6300	5850	5400	5175	4050
Full Plate	5650	"	7910	7345	6780	6497	5058
Half Guard	2000	"	2800	2600	2400	2300	1800
Battle Guard	3980	"	5572	5174	4776	4577	4378
Knight Guard	4000	"	5600	5200	4800	4600	4400
Royal Guard	5000	"	7000	6500	6000	5750	4500
Silver Cloak	1900	"	2660	2470	2280	2185	1710
Mystic Cloak	2800	"	3920	3640	3360	3220	2520
Knight Cloak	4780	"	6692	6214	5736	5497	4302
Misty Robe	1900	"	2660	2470	2280	2185	1710
Cerulean Robe	2800	"	3920	3640	3360	3220	2520
Knight Robe	4800	"	6720	6240	5760	5520	4320
Gold Bracelet	1120	"	1568	1456	1344	1288	1008
Platinum Bracelet	1650	"	2310	2145	1980	1897	1485
Silver Gloves	750	"	1050	975	900	862	675
Mystic Gloves	1650	"	2310	2145	1980	1897	1485
Knight Bracelet	2800	"	3920	3640	3360	3220	2520
Knight Gloves	2800	"	3920	3640	3360	3220	2520

LIBERO

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Long Sword	500	Sheridan (800)	475	460	450	425	400
Wand	500	"	475	460	450	425	400
Spear	500	"	475	460	450	425	400
Bow	1500	"	1425	1380	1350	1275	1200
Leather Mail	250	"	237	230	225	212	200
Leather Guard	100	"	95	92	90	85	80
Cloak	100	"	95	92	90	85	80
Robe	200	"	190	184	180	170	160
Bracelet	100	"	95	92	90	85	80

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Gloves	100	″	95	92	90	85	80
Leather Helm	150	″	142	138	135	127	120
Alice Band	500	″	475	460	450	425	400
Beret	360	″	342	331	324	306	288
Ribbon	240	″	228	220	216	204	192
Cape	130	″	123	119	117	110	104
Leather Boots	100	″	95	92	90	85	80

CHESEDENTE

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Apple Gel	150	Chesedonia (1000)	300	210	187	165	150
Lemon Gel	1000	″	2000	1400	1250	1100	1000
Orange Gel	250	″	500	350	312	275	250
Pineapple Gel	1500	″	3000	2100	1875	1650	1500
Life Bottle	500	″	1000	700	625	550	500
Panacea Bottle	2000	″	4000	2800	2500	2200	2000
Magic Lens	10	″	20	14	12	11	10
Chicken	80	″	160	112	100	88	80
Pork	80	″	160	112	100	88	80
Octopus	40	″	80	56	50	44	40
Squid	40	″	80	56	50	44	40
Carrot	40	″	80	56	50	44	40
Onion	40	″	80	56	50	44	40
Rice	100	″	200	140	125	110	100
Bread	100	″	200	140	125	110	100
Milk	10	″	20	14	12	11	10

KETERBURG

MOBILE

Start

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Great Sword	3700	Chesedonia (1000)	4440	4070	4070	3700	3330
Mythril Sword	14000	″	168000	154000	140000	140000	140000
Silver Rod	3150	″	3780	3465	3465	3150	2835
Mythril Rod	12000	″	144000	132000	120000	120000	120000
Partisan	3500	″	4200	3850	3850	3500	3150
Slash Arrow	3300	″	3960	3630	3630	3300	2970
Silver Plate	1850	″	2220	2035	2035	1850	1665
Silver Guard	1650	″	1980	1815	1815	1650	1485
Magic Cloak	1280	″	1536	1408	1408	1280	1152
Carnelian Robe	1280	″	1536	1408	1408	1280	1152
Table Knife	50000	Keterburg (800)	-	-	750000	500000	450000
Spoon	50000	″	-	-	750000	500000	450000
Fork	50000	″	-	-	750000	500000	450000
Mythril Circlet	16000	Chesedonia (1000)	-	-	480000	240000	144000
Miracle Gel	3000	″	36000	36000	24000	21000	27000

Mt. Roneal completed

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Mythril Sword	14000	Chesedonia (1000)	16800	15400	14000	12600	12600
Mythril Rod	12000	″	14400	13200	12000	10800	10800
Mythril Lance	13300	″	15960	14630	13300	11970	11970
Battle Bow	12600	″	15120	13860	12600	11340	11340
Table Knife	50000	Keterburg (800)	60000	55000	50000	45000	45000
Spoon	50000	″	60000	55000	50000	45000	45000
Fork	50000	″	60000	55000	50000	45000	45000
Mythril Mail	6300	Chesedonia (1000)	7560	6930	6300	5670	5670
Mythril Plate	7000	″	8400	7700	7000	6300	6300
Mythril Guard	5600	″	6720	6160	5600	5040	5040
Mythril Cloak	5980	″	7176	6578	5980	5382	5382
Mythril Robe	5980	″	7176	6578	5980	5382	5382
Mythril Bracelet	3500	″	4200	3850	3500	3150	3150
Mythril Gauntlets	3500	″	4200	3850	3500	3150	3150
Mythril Helm	4200	″	5040	4620	4200	3780	3780
Mythril Circlet	16000	″	19200	17600	16000	14400	14400
Mythril Boots	10000	″	12000	11000	10000	9000	9000
Melange Gel	1000	″	1200	1100	1000	900	900
Miracle Gel	3000	″	3600	3300	3000	2700	2700
Specific	5000	″	25000	24000	23000	22000	21000

BRIOSO

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Beef	100	Engeve (1200)	-	600	400	270	220
Chicken	80	″	-	480	320	216	176
Tuna	80	Keterburg (800)	480	400	240	184	160
Snapper	80	″	480	400	240	184	160
Cod	60	″	360	300	180	138	120
Salmon	60	″	360	300	180	138	120
Octopus	40	″	240	200	120	92	80
Squid	40	″	240	200	120	92	80
Shrimp	40	″	240	200	120	92	80
Tomato	40	Engeve (1200)	-	240	160	108	88
Potato	30	″	-	180	120	81	68
Kirima	50	″	-	300	200	135	110
Amango	50	″	-	300	200	135	110
Engeve Bread	80	″	-	480	320	216	176
Engeve Noodles	80	″	-	480	320	216	176
Egg	20	″	-	120	80	54	44
Milk	10	″	-	60	40	27	22
Cheese	20	″	-	120	80	54	44

CAMBIARE

Item	Base	Required TLP	~1100	~1400	~1500	~1800	1801~
Beef	100	Engeve (1200)	-	500	450	300	240
Pork	90	"	-	400	360	240	192
Tuna	80	Keterburg (800)	440	320	280	200	168
Snapper	80	"	440	320	280	200	168
Cod	60	"	330	240	210	150	126
Salmon	60	"	330	240	210	150	126
Octopus	40	"	220	160	140	100	84
Squid	40	"	220	160	140	100	84
Shrimp	40	"	220	160	140	100	84
Apple	40	Engeve (1200)	-	200	180	120	96
Lemon	40	"	-	200	180	120	96
Strawberry	20	"	-	100	90	60	48
Banana	20	"	-	100	90	60	48
Engeve Rice	80	"	-	400	360	240	192
Engeve Noodles	80	"	-	400	360	240	192
Tofu	20	"	-	100	90	60	48
Kombu	10	Keterburg (800)	50	30	25	20	15

Item	Base	Required TLP	~1100	~1500	~1800	~2200	2201~
Miso	500	Engeve (1200)	-	-	49500	25000	10000

BELKEND SHOPS

DISSONANTE

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Apple Gel	150	Chesedonia (1000)	450	300	270	240	210
Lemon Gel	1000	"	3000	2000	1800	1600	1400
Orange Gel	250	"	750	500	450	400	350
Pineapple Gel	1500	"	4500	3000	2700	2400	2100
Poison Bottle	150	"	750	600	450	375	300
Paralysis Bottle	150	"	750	600	450	375	300
Stone Bottle	150	"	750	600	450	375	300
Seal Bottle	150	"	750	600	450	375	300
Weak Bottle	150	"	750	600	450	375	300
Virus Bottle	150	"	750	600	450	375	300
Life Bottle	500	"	1500	1000	1000	1000	1000
Panacea Bottle	2000	"	6000	4000	4000	4000	4000
Holy Bottle	300	"	900	600	600	600	600
Dark Bottle	300	"	900	600	600	600	600
Magic Lens	10	"	30	20	18	16	14

UNISONO

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Chicken	80	Chesedonia (1000)	240	200	160	144	120
Pork	80	"	240	200	160	144	120
Lettuce	50	"	150	125	100	90	75
Cucumber	50	"	150	125	100	90	75
Carrot	40	"	120	100	80	72	60
Apple	40	"	120	100	80	72	60
Strawberry	20	"	60	50	40	36	30
Banana	20	"	60	50	40	36	30
Bread	100	"	300	250	200	180	150
Noodles	100	"	300	250	200	180	150
Egg	20	"	60	50	40	36	30

Item	Base	Required TLP	~800	~1200	~1500	~1800	1801~
Milk	10	Chesedonia (1000)	-	25	20	18	15

CAPRICCIOSO

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Steel Sword	2350	Chesedonia (1000)	-	2350	2350	2115	1880
Nimble Rapier	3000	"	-	3000	3000	2700	2400
Gothic Mace	2000	"	-	2000	2000	1800	1600
Ruby Wand	2550	"	-	2550	2550	2295	2040
Scythe	2200	"	-	2200	2200	1980	1760
Halberd	2600	"	-	2600	2600	2340	2080
Custom Bow	2100	"	-	2100	2100	1890	1680
Self Bow	2700	"	-	2700	2700	2430	2160
Breastplate	1175	"	-	1175	1175	1057	940
Silver Mail	1500	"	-	1500	1500	1350	1200
Breast Guard	1050	"	-	1050	1050	945	840
Feather Cloak	1000	"	-	1000	1000	900	800
Magic Cloak	1280	"	-	1280	1280	1152	1024
Carnelian Robe	1280	"	-	1280	1280	1152	1024
Steel Bracelet	750	"	-	750	750	675	600
Archery Gloves	620	"	-	620	620	558	496
Green Beret	900	"	-	900	900	810	720
Thief's Cape	750	"	-	750	750	675	600

KATSBERT FERRY

A PIACERE

Item	Base	Required TLP	~1000	~1200	~1500	~1800	1801~
Scimitar	1750	Sheridan (1000)	2100	2100	2100	2100	2100
Cane	1490	"	1788	1788	1788	1788	1788
Splint Mail	855	"	1026	1026	1026	1026	1026
Scale Guard	790	"	948	948	948	948	948
Silk Cloak	750	"	900	900	900	900	900
White Robe	340	"	408	408	408	408	408
Apple Gel	150	"	180	180	180	180	180
Lemon Gel	1000	"	1200	1200	1200	1200	1200
Orange Gel	250	"	300	300	300	300	300
Pineapple Gel	1500	"	1800	1800	1800	1800	1800
Life Bottle	500	"	600	600	600	600	600

COOKING

Each character has a progress rating for each individual recipe they cook. Cooking a recipe raises that rating. The higher the rating, the easier it is for the character to cook the dish without failing.

Remember that when it comes to cooking, you can often substitute ingredients of the same food type. A recipe requiring "any bread" can use normal Bread or Engeve Bread. You can use any kind of meat or fish to make Fried Chicken!

Characters with the right amount of training in cookery automatically add their own touches to some recipes, resulting in specialty dishes. These use extra ingredients, but have added effects as well.

RECIPES

CAKE

A sweet treat that's best when served with ice cream. Restores 7% of max HP and TP.

Acquire	Required Ingredients		
After clearing Tataroo Valley for the second time, return to the flower filed there to initiate the "Cake" Sub Event.	Any Bread	Egg	Milk

Extra Ingredients

NONE

Specialty Dishes

Cook	Extra	Effect	Training	Dish Name
Luke	-	-	-	-
Tear	Apple	+3% HP & TP	*	Apple Pie
Jade	-	-	-	-
Anise	Strawberry	+3% HP & TP	*	Shortcake
Guy	-	-	-	-
Natalia	Cheese	+3% HP & TP	***	Cheesecake
Asche	-	-	-	-

CURRY

The right blend of spices makes this dish irresistible. Restores 15% max HP.

Acquire	Required Ingredients	
After finding Jade in the Grand Chokmah, speak to the bartender downstairs to initiate "Curry" Sub Event.	Any Rice	Onion

Extra Ingredients

Carrot: Restores an additional 4% max HP
Potato: Restores an additional 4% max HP

Specialty Dishes

Cook	Extra	Effect	Training	Dish Name
Luke	Chicken	+6% HP	***	Chicken Curry
Tear	Apple	+6% HP	**	Mild Curry
Jade	Tofu	+6% HP	**	Spicy Tofu Curry
Anise	Beef	+6% HP	-	Beef Curry
Guy	Any Fish	+6% HP	*	Seafood Curry
Natalia	Cheese	+6% HP	***	Cheese Curry
Asche	Chicken	+6% HP	*	Chicken Curry

EGG BOWL

A bowl of rice topped with eggs and onions. Cures paralysis, increases F.Atk by 5% for 30 seconds at the start of the next battle.

Acquire	Required Ingredients	
After Jade reads ancient texts in Belkend, found on the bookshelf in Belkend Laboratory ("Egg Bowl" Sub Event).	Any Rice	Egg

Extra Ingredients

Onion: Restores 4% of maximum HP and TP

Specialty Dishes

Cook	Extra	Effect	Training	Dish Name
Luke	Chicken	+3% HP & TP	***	Chicken Bowl
Tear	-	-	-	-
Jade	-	-	-	-
Anise	Beef	+6% HP & TP	-	Beef Bowl
Guy	Shrimp	+3% HP & TP	**	Fried Shrimp Bowl
Natalia	-	-	-	-
Asche	Chicken	+3% HP & TP	*	Chicken Bowl

FRIED CHICKEN

Tender pieces of chicken fried to perfection. Cures poison, increases P.Atk by 5% for 30 seconds at the start of the next battle.

Acquire	Required Ingredients
Give Apple Gel to Ant Lion Man in Chesedonia	Any Meat or Fish

Extra Ingredients

Lemon: Restores 1% of max HP & TP

Specialty Dishes

Cook	Extra	Effect	Training	Dish Name
Luke	-	-	-	-
Tear	Potato	+1% HP & TP	*	French Fries
Jade	Tofu	+1% HP & TP	*	Fried Tofu
Anise	-	-	-	-
Guy	-	-	-	-
Natalia	Cheese	+1% HP & TP	***	Fried Cheese
Asche	-	-	-	-

FRIED RICE

Stir-fried egg and rice. Goes well with pork dumplings. Restores 10% of max HP.

Acquire	Required Ingredients
Sleep at Baticul Inn	Any Rice

Extra Ingredients

Egg: Restores an additional 2% max HP.

Specialty Dishes

Cook	Extra	Effect	Training	Dish Name
Luke	Shrimp	+4% HP	***	Shrimp Fried Rice
Tear	-	-	-	-
Jade	-	-	-	-
Anise	Milk	+4% HP	-	Rice Pilaf
Guy	-	-	-	-
Natalia	-	-	-	-
Asche	-	-	-	-

FRUIT COCKTAIL

Delectable fruits served in their own juices. Restores 50% of max TP.

Acquire	Required Ingredients	
After receiving Tear's maid costume, go to the Keterburg Hotel restaurant and play the "Waiting Game". Win the game for the recipe.	Any Three Fruits	Milk

Extra Ingredients

Any Fruit: Restores an additional 10% max TP.

Specialty Dishes

Cook	Extra	Effect	Training	Dish Name
Luke	-	-	-	-
Tear	-	-	-	-
Jade	Egg	+20% TP	*	Fruit Parfait
Anise	Strawberry	+20% TP	-	Strawberry Mix
Guy	-	-	-	-
Natalia	-	-	-	-
Asche	-	-	-	-

GRATIN

A creamy and delicious baked casserole. Restores 50% of max HP.

Acquire	Required Ingredients	
Sub Event: Ant Lion Man...? (5 of 5)	Any Meat or Fish Milk	Cheese Onion

Extra Ingredients

NONE

Specialty Dishes

Cook	Extra	Effect	Training	Dish Name
Luke	-	-	-	-
Tear	-	-	-	-
Jade	-	-	-	-
Anise	-	-	-	-
Guy	Any Rice	+20% HP	**	Rice Gratin
Natalia	Any Rice	+20% HP	***	Risotto
Asche	-	-	-	-

MISO STEW

Meat and vegetables in a miso broth. Raises P.Atk, P.Def, F.Atk, and F.Def by 10% for 30 seconds at the start of the next battle.

Acquire	Required Ingredients	
Sub Event: Miso Stew	Miso Radish	Egg Kombu

Extra Ingredients

Potato: Restores 10% of max HP
Beef: Restores 10% of max TP

Specialty Dishes

Cook	Extra	Effect	Training	Dish Name
Luke	-	-	-	-
Tear	-	-	-	-
Jade	-	-	-	-
Anise	-	-	-	-
Guy	Miso	+20% HP	**	Savory Miso Stew
Natalia	-	-	-	-
Asche	-	-	-	-

ONION SOUP

Cooked for hours to bring out the onion's rich flavor. Cures Poison, Paralysis, and Sealed Artes. Increases F.Def by 5% for 30 seconds at the start of the next battle.

Acquire	Required Ingredients	
After completing Absorption Gate, examine bed in the back of St. Binah Inn.	Onion	Carrot

Extra Ingredients

Mushroom: Restores 3% of max HP and TP

Specialty Dishes

Cook	Extra	Effect	Training	Dish Name
Luke	-	-	-	-
Tear	Tomato	+3% HP & TP	*	Minestrone
Jade	-	-	-	-
Anise	Milk	+3% HP & TP	-	Cream Soup
Guy	-	-	-	-
Natalia	Cheese	+3% HP & TP	***	Clam Chowder
Asche	-	-	-	-

PIZZA

Cheese, meat, and veggies baked on a crispy crust. Restores 5% of max HP and TP.

Acquire	Required Ingredients	
Talk to chef in Daath	Any Bread	Cheese

Extra Ingredients

Tomato: Restores an addition 2% max HP and TP

Specialty Dishes

Cook	Extra	Effect	Training	Dish Name
Luke	-	-	-	-
Tear	-	-	-	-
Jade	Potato	+2% HP & TP	*	Potato Pizza
Anise	-	-	-	-
Guy	Tuna	+2% HP & TP	**	Seafood Pizza
Natalia	Cheese	+2% HP & TP	***	Cheese Pizza
Asche	-	-	-	-

RAMEN

Prepared in many different ways around the world. Restores 10% of max TP.

Acquire	Required Ingredients	
Yulia City dining room table	Any Noodles	Kombu

Extra Ingredients

Onion: Restores an additional 2% max TP

Specialty Dishes

Cook	Extra	Effect	Training	Dish Name
Luke	Chicken	+4% TP	***	Chicken Ramen
Tear	Pork	+4% TP	**	Pork Ramen
Jade	-	-	-	-
Anise	Pork	+4% TP	-	Pork Ramen
Guy	Miso	+4% TP	*	Miso Ramen
Natalia	-	-	-	-
Asche	Chicken	+4% TP	*	Chicken Ramen

RICE BALL

Rice rolled into balls. Great for adventurers on the go. Restores 5% of max HP.

Acquire	Required Ingredients
Cross bridge to Engeve	Any Rice

Extra Ingredients

NONE

Specialty Dishes

Cook	Extra	Effect	Training	Dish Name
Luke	Shrimp	+2% HP	***	Shrimp Rice Ball
Tear	-	-	-	-
Jade	Salmon	+2% HP	**	Salmon Rice Ball
Anise	Beef	+2% HP	-	Beef Rice Ball
Guy	Any Fish	+2% HP	*	Seafood Rice Ball
Natalia	Chicken	+2% HP	***	Chicken Rice Ball
Asche	-	-	-	-

SALAD

A great way to get the leafy greens your body needs. Cures Sealed Artes. Increases P.Def by 5% for 30 seconds at the start of the next battle.

Acquire	Required Ingredients	
Notebook in Keterburg Bay dining room	Any Vegetable	Cucumber

Extra Ingredients

Any Vegetable: Restores an additional 2% max HP and TP.

Specialty Dishes

Cook	Extra	Effect	Training	Dish Name
Luke	-	-	-	-
Tear	Egg	+4% HP	*	Egg Salad
Jade	Potato	+4% HP	*	Potato Salad
Anise	Any Fruit	+4% HP	-	Fruit Salad
Guy	Tuna	+4% HP	**	Tuna Salad
Natalia	Cheese	+4% HP	***	Healthy Salad
Asche	-	-	-	-

SANDWICH

No lunch is complete without one of these. Restores 2% of max HP and TP.

Acquire	Required Ingredients
St. Binah house (book on [illegible]	Any Bread

Extra Ingredients

Lettuce: Restores an additional 1% of max HP and TP

Specialty Dishes

Cook	Extra	Effect	Training	Dish Name
Luke	Chicken	+1% HP & TP	***	Chicken Sandwich
Tear	Egg	+1% HP & TP	**	Egg Sandwich
Jade	-	-	-	-
Anise	Strawberry	+1% HP & TP	-	Fruit Sandwich
Guy	Any Fish	+1% HP & TP	**	Fish Sandwich
Natalia	Cheese	+1% HP & TP	***	Cheese Sandwich
Asche	Chicken	+1% HP & TP	*	Chicken Sandwich

SOBA NOODLES

Buckwheat noodles served in a light broth. Restores 15% of max TP.

Acquire	Required Ingredients	
Pull the man from the hole in Belkend	Any Noodles	Kombu

Extra Ingredients

NONE

Specialty Dishes

Cook	Extra	Effect	Training	Dish Name
Luke	Chicken	+6% TP	***	Chicken Noodle Soup
Tear	-	-	-	-
Jade	Egg	+6% TP	*	Egg & Soba Noodles
Anise	-	-	-	-
Guy	Shrimp	+6% TP	**	Tempura Soba
Natalia	-	-	-	-
Asche	Chicken	+6% TP	*	Chicken Noodle Soup

SPAGHETTI

A basic pasta dish. Simple and delicious. Restores 5% of max TP.

Acquire	Required Ingredients
Bring ingredients to Engeve woman	Any Noodles

Extra Ingredients

NONE

Specialty Dishes

Cook	Extra	Effect	Training	Dish Name
Luke	-	-	-	-
Tear	Milk	+2% TP	**	Carbonara
Jade	Miso	+2% TP	*	Engeve Pasta
Anise	-	-	-	-
Guy	Any Fish	+2% TP	**	Seafood Pasta
Natalia	Cheese	+2% TP	***	Cheese Pasta
Asche	-	-	-	-

STEW

A thick, rich broth filled with savory vegetables. Restores 30% of max HP and TP.

Acquire	Required Ingredients	
After bringing Florain of Daath and obtaining and All-Purpose Knife, go to Daath and speak to Florian.	Potato Carrot	Onion Mushroom

Extra Ingredients

NONE

Specialty Dishes

Cook	Extra	Effect	Training	Dish Name
Luke	-	-	-	-
Tear	Milk	+33% TP	*	Cream Stew
Jade	-	-	-	-
Anise	Beef	+20% HP	-	Beef Stew
Guy	-	-	-	-
Natalia	-	-	-	-
Asche	-	-	-	-

SUSHI

Made with vinegared rice. Tasty and good for you! Restores 20% of max HP.

Acquire	Required Ingredients	
Notebook in Daath library	Any Rice	Any Seafood

Extra Ingredients

Kombu: Restores an additional 6% max HP and TP.

Specialty Dishes

Cook	Extra	Effect	Training	Dish Name
Luke	-	-	-	-
Tear	-	-	-	-
Jade	Salmon	+8% HP	**	Salmon Roll
Anise	-	-	-	-
Guy	Egg	+8% HP	*	Tuna Roll
Natalia	-	-	-	-
Asche	-	-	-	-

TOAST

Yeah, toast! Perfect for breakfast, very easy to prepare. Restores 10% of max HP and TP.

Acquire	Required Ingredients	
Defeat the Labyrinth mini-game in Keterburg.	Any Bread	Milk

Extra Ingredients

NONE

Specialty Dishes

Cook	Extra	Effect	Training	Dish N ame
Luke	-	-	-	-
Tear	Egg	+4% HP & TP	**	Egg Toast
Jade	-	-	-	-
Anise	Any Fruit	+4% HP & TP	-	Toast and Jam
Guy	-	-	-	-
Natalia	Cheese	+4% HP & TP	***	Cheese Toast
Asche	-	-	-	-

UDON NOODLES

Similar to Soba Noodles, but made from wheat. Restores 20% of max TP.

Acquire	Required Ingredients	
In Sheridan, on a square table in the bar.	Any Noodles	Kombu

Extra Ingredients

NONE

Specialty Dishes

Cook	Extra	Effect	Training	Dish Name
Luke	-	-	-	-
Tear	Miso	+8% TP	**	Miso Noodles
Jade	Egg	+8% TP	*	Egg & Udon Noodles
Anise	Beef	+8% HP	-	Beef Noodles
Guy	-	-	-	-
Natalia	-	-	-	-
Asche	-	-	-	-

INGREDIENTS

AMANGO

A sweet fruit, but hard to eat because of its many seeds.

Buy	Sell
50	25

Acquire

Shops: Engeve (Incalzando, Legato), Daath (Devoto), Keterburg (Brioso), Grand Chokmah (Deciso)

APPLE

A crisp and juicy fruit.

Buy	Sell
40	20

Acquire

Shops: Baticul (Maestoso), Engeve (Incalzando, Legato), St. Binah (Grazioso), Kaitzur (Coperti), Kaitzur Naval Port (Posato), Chesedonia (Non Troppo), Desert Oasis (Cesura), Akzeriuth (Akzerissimo), Yulia City (Risoluto), Daath (Devoto), Grand Chokmah (Deciso), Grand Chokmah (Deciso), Keterburg (Cambiare), Belkend (Unisono)

Enemies: Treant

BANANA

A fruit wrapped in a yellow peel. It's just waiting to be eaten.

Buy	Sell
20	10

Acquire

Shops: Engeve (Incalzando), Akzeriuth (Akzerissimo), Yulia City (Risoluto), Daath (Devoto), Grand Chokmah (Deciso), Keterburg (Cambiare), Belkend (Unisono), St. Binah

BEEF

Meat this tasty only comes from cows raised on wide green pastures!

Buy	Sell
100	50

Acquire

Shops: Baticul (Maestoso), Engeve (Amoroso), Chesedonia (Non Troppo), Desert Oasis (Cesura), Grand Chokmah (Deciso), Keterburg (Brioso, Cambiare)

Enemies: Armaboar, Griffin

BREAD

Its aroma is excellent when it's baked well.

Buy	Sell
100	50

Acquire

Shops: Baticul (Maestoso), Akzeriuth (Akzerissimo), Yulia City (Risoluto), Sheridan (Chesedente), Belkend (Unisono)

Enemies: Bersertrix

CARROT

A vegetable with a cute shape and color. It tastes sweet when boiled.

Buy	Sell
40	20

Acquire

Shops: Baticul (Maestoso), Engeve (Incalzando), St. Binah (Grazioso), Chesedonia (Non Troppo), Desert Oasis (Cesura), Akzeriuth (Akzerissimo), Yulia City (Risoluto), Daath (Devoto), Grand Chokmah (Deciso), Sheridan (Chesedente), Belkend (Unisono)

Enemies: Crab

CHEESE

Made from fermented milk. Not everyone likes its smell.

Buy	Sell
20	10

Acquire

Shops: Baticul (Maestoso), Engeve (Incalzando, Legato), Akzeriuth (Akzerissimo), Yulia City (Risoluto), Daath (Devoto), Grand Chokmah (Deciso), Keterburg (Brioso)

CHICKEN

A natural meat from healthy chickens. No additives or preservatives.

Buy	Sell
80	40

Acquire

Shops: Baticul (Maestoso), Engeve (Amoroso), Chesedonia (Non Troppo), Desert Oasis (Cesura), Akzeriuth (Akzerissimo), Yulia City (Risoluto), Grand Chokmah (Deciso), Sheridan (Chesedente), Keterburg (Brioso), Belkend (Unisono)

Enemies: Clangette, Rustlet

COD

A white fish with mild flavor.

Buy	Sell
60	30

Acquire

Shops: Baticul (Maestoso), Engeve (Amoroso), Chesedonia (Non Troppo), Grand Chokmah (Deciso), Keterburg (Brioso, Cambiare)

Enemies: Merstone

CUCUMBER

A summer vegetable. Enjoy its crisp, cool flavor.

Buy	Sell
50	25

Acquire

Shops: Engeve (Incalzando), St. Binah (Grazioso), Daath (Devoto), Grand Chokmah (Deciso), Belkend (Unisono)

Enemies: Garm Wolf

EGG

An ingredient in various dishes. Also a good source of protein.

Buy	Sell
20	10

Acquire

Shops: Baticul (Maestoso), Engeve (Incalzando, Legato), St. Binah (Grazioso), Chesedonia (Non Troppo), Daath (Devoto), Grand Chokmah (Deciso), Keterburg (Brioso, Cambiare), Belkend (Unisono)
Enemies: Chirpee

ENGEVE BREAD

Bread straight from Engeve. Ah, just the thing for breakfast!

Buy	Sell
80	40

Acquire

Shops: Engeve (Incalzando, Legato), St. Binah (Grazioso), Kaitzur (Coperti), Kaitzur Naval Port (Posato), Chesedonia (Non Troppo), Desert Oasis (Cesura), Grand Chokmah (Deciso), Keterburg (Brioso)

ENGEVE NOODLES

Noodles straight from Engeve. Ah, such world-renowned flavor.

Buy	Sell
80	40

Acquire

Shops: Engeve (Incalzando, Legato), St. Binah (Grazioso), Chesedonia (Non Troppo), Grand Chokmah (Deciso), Keterburg (Brioso, Cambiare)
Other: "Pasta!" Sub Event

ENGEVE RICE

Rice straight from Engeve. Ah, what a wondrous blessing of nature!

Buy	Sell
80	40

Acquire

Shops: Engeve (Incalzando, Legato), St. Binah (Grazioso), Chesedonia (Non Troppo), Grand Chokmah (Deciso), Keterburg (Cambiare)

FISHY FISH

Mermaid meat. Tough and smelly. It's dry, but not too bad.

Buy	Sell
20	10

Acquire

Shops: Engeve (Amoroso), Desert Oasis (Cesura)
Enemies: Merfish (drop/steal)

KIRIMA

A refreshing fruit with a sweet and sour flavor.

Buy	Sell
50	25

Acquire

Shops: Engeve (Incalzando, Legato), Daath (Devoto), Grand Chokmah (Deciso), Keterburg (Brioso)

KOMBU

A type of seaweed that contains lots of minerals. Good for your hair.

Buy	Sell
10	5

Acquire

Shops: Grand Chokmah (Deciso), Keterburg (Cambiare)
Enemies: Rebbit

LEMON

An extremely sour fruit.

Buy	Sell
40	20

Acquire

Shops: Baticul (Maestoso), Engeve (Incalzando), Chesedonia (Non Troppo), Desert Oasis (Cesura), Daath (Devoto), Grand Chokmah (Deciso), Keterburg (Cambiare)

LETTUCE

Vegetable for all types of dishes. The undisputed King of Salad.

Buy	Sell
50	25

Acquire

Shops: Engeve (Incalzando), St. Binah (Grazioso), Kaitzur (Coperti), Kaitzur Naval Port (Posato), Daath (Devoto), Grand Chokmah (Deciso), Belkend (Unisono)
Enemies: Polwigle

MILK

Milked from a cow. A good source of calcium for strong and healthy bones!

Buy	Sell
10	5

Acquire

Shops: Baticul (Maestoso), Engeve (Incalzando, Legato), St. Binah (Grazioso), Chesedonia (Non Troppo), Daath (Devoto), Grand Chokmah (Deciso), Sheridan (Chesedente), Keterburg (Brioso), Belkend (Unisono)
Enemies: Gremlin, Gremlins
Other: "Pasta!" Sub Event

MISO

A thick paste made from fermented soybeans. Perfect for soups.

Buy	Sell
500	250

Acquire

Shops: Engeve (Legato), Daath (Feroce), Keterburg (Cambiare)
Other: "Pasta!" Sub Event

MUSHROOM

An unusual plant that spreads by spores. Some are poisonous.

Buy	Sell
50	25

Acquire

Shops: Engeve (Legato), Chesedonia (Non Troppo), Desert Oasis (Cesura), Daath (Devoto), Grand Chokmah (Deciso)
Enemies: Treant Wolf

NOODLES

A general term for spaghetti, macaroni, etc.

Buy	Sell
100	50

Acquire

Shops: Belkend (Unisono)
Enemies: Grimza, Sand Burglar

OCTOPUS

An eight-legged mollusk that is sometimes referred to as "the Sea Devil."

Buy	Sell
40	20

Acquire

Shops: Chesedonia (Non Troppo), Sheridan (Chesedente), Keterburg (Brioso, Cambiare)
Enemies: Mershark

ONION

Particularly pungent, and can cause crying when cut.

Buy	Sell
40	20

Acquire

Shops: Baticul (Maestoso), Engeve (Incalzando), St. Binah (Grazioso), Kaitzur (Coperti), Kaitzur Naval Port (Posato), Chesedonia (Non Troppo), Desert Oasis (Cesura), Akzeriuth (Akzerissimo), Yulia City (Risoluto), Daath (Devoto), Grand Chokmah (Deciso), Sheridan (Chesedente)
Enemies: Lesser Pan

PORK

A wonderful meat, chock full of energy and nutrition.

Buy	Sell
80	40

Acquire

Shops: Baticul (Maestoso), Engeve (Amoroso), Chesedonia (Non Troppo), Desert Oasis (Cesura), Akzeriuth (Akzerissimo), Yulia City (Risoluto), Grand Chokmah (Deciso), Sheridan (Chesedente) Keterburg (Cambiare), Belkend (Unisono)
Enemies: Rhinossus

POTATO

There are many ways to prepare it. Try it steamed and salted.

Buy	Sell
30	15

Acquire

Shops: Engeve (Incalzando), Desert Oasis (Cesura), Daath (Devoto), Grand Chokmah (Deciso), Keterburg (Brioso)

RADISH

One of many ingredients used in a stew.

Buy	Sell
30	15

Acquire

Shops: Baticul (Maestoso), Engeve (Incalzando), Chesedonia (Non Troppo), Daath (Devoto), Grand Chokmah (Deciso)

RAPPIG MEAT

Meat from rappigs, which live all over Auldrant. You either love it or hate it.

Buy	Sell
32	16

Acquire

Shops: Engeve (Amoroso), Desert Oasis (Cesura)
Enemies: Elder Boar (steal), Wolf

RICE

Cooked rice. Steaming it to perfection can be difficult.

Buy	Sell
100	50

Acquire

Shops: Baticul (Maestoso), Sheridan (Chesedente)
Enemies: Thief

SALMON

A standard fish that can be cooked any number of ways.

Buy	Sell
60	30

Acquire

Shops: Baticul (Maestoso), Chesedonia (Non Troppo), Grand Chokmah (Deciso), Keterburg (Brioso, Cambiare)

SHRIMP

A sea creature with a hard shell and a tender body.

Buy	Sell
40	20

Acquire

Shops: Chesedonia (Non Troppo), Keterburg (Brioso, Cambiare)

SKETCHY BEEF

Meat from a cow. (Don't ask what part…) Not great, but not disgusting.

Buy	Sell
40	20

Acquire

Shops: Engeve (Amoroso), Desert Oasis (Cesura)
Enemies: Armaboar, Elder Boar

SKETCHY CHICKEN

Meat from a chicken. (Don't ask what part…) Not great, but not disgusting.

Buy	Sell
32	16

Acquire

Shops: Engeve (Amoroso), Desert Oasis (Cesura)
Enemies: Blazeit, Cawcaw, Chirpee, Flitter

SNAPPER

It's often called "the King of the Sea." Verrrrry tasty.

Buy	Sell
80	40

Acquire

Shops: Baticul (Maestoso), Chesedonia (Non Troppo), Grand Chokmah (Deciso), Keterburg (Brioso, Cambiare)

SQUID

A ten-legged mollusk that tastes better than it looks.

Buy	Sell
40	20

Acquire

Shops: Chesedonia (Non Troppo), Sheridan (Chesedente), Keterburg (Brioso, Cambiare)

STRAWBERRY

It is tasty with milk and cream. Makes excellent cake topping.

Buy	Sell
20	10

Acquire

Shops: Baticul (Maestoso), Engeve (Incalzando), St. Binah (Grazioso), Chesedonia (Non Troppo), Daath (Devoto), Belkend (Unisono)
Enemies: Mandragora

TOFU

Made from processed soy beans. Well-known among health nuts.

Buy	Sell
20	10

Acquire

Shops: Engeve (Legato), Chesedonia (Non Troppo), Daath (Devoto), Grand Chokmah (Deciso), Keterburg (Cambiare)
Enemies: Ribbit

TOMATO

A tasty vegetable both hot and cold. It can also be made into juice or sauce.

Buy	Sell
40	20

Acquire

Shops: Baticul (Maestoso), Engeve (Legato), Chesedonia (Non Troppo), Daath (Devoto), Grand Chokmah (Deciso), Keterburg (Brioso)
Enemies: Watcher Wolf

TUNA

A very popular fish. Especially tasty when caught during winter.

Buy	Sell
80	40

Acquire

Shops: Engeve (Amoroso), Keterburg (Brioso, Cambiare)
Enemies: Merfish

BESTIARY

DMG—If the enemy takes more or less damage from certain attack types, they're shown here with the damage modifier amount. The higher the number, the more damage they take from that attack type. The lower the number, the less damage.

COMMON ENEMIES

ABSORB CHEST

Items	Appearance
Stone Bottle (steal 10%)	Absorption Gate

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
48	22230	-	382	318	300	342	P.Atk x0.9	120	250

ABSORB GOYLE

Items	Appearance
Stone Bottle (drop 15%)	Absorption Gate

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
48	38400	-	378	328	358	342	P.Atk x0.9	480	580

ALRAUNE

Items	Appearance
Chamomile (drop 2%)	Meggiora Highlands (second visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
40	19200	100	323	374	456	351	Fire x1.25	388	342

APPARITION

Items	Appearance
Carmine Chamber (drop 10%)	Abandoned Factory

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
14	2685	65	142	149	38	180	P.Atk x0.9	25	33

ARMABOAR

Items	Appearance
Sketchy Beef (drop 15%), Beef (drop 10%)	Meggiora Highlands

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
30	11400	-	287	239	287	217	-	114	400

ASSASSIN

Items	Appearance
None	Coliseum

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
45	24000	-	400	289	336	248	-	325	120

AXE BEAK

Items	Appearance
None	Cheagle Woods

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
5	800	-	42	27	35	63	-	3	10

BALMUNG CRAB

Items	Appearance
None	Field Area 11

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
45	22500	-	422	449	480	405	P.Atk x0.9	248	382

BANGETTE

Items	Appearance
None	Engeve Sub Event

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
24	4200	-	174	190	166	148	*	89	98

* = Earth/Water/Fire/Wind x1.25, P.Atk x0.9

BASILISK

Items	Appearance
Basilisk Scale (drop 15%)	Abandoned Factory

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
11	2850	-	134	162	38	170	*	26	32

* = Wind x1.25, Fire x0.9

BAT

Items	Appearance
None	Choral Castle

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
8	980	-	65	75	90	143	-	8	14

BEE KNIGHT

Items	Appearance
Poison Bottle (drop 15%), Insect Wing (steal 15%)	Deo Pass

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
19	3600	100	167	112	157	122	-	32	38

BERSERTRIX

Items	Appearance
Bread (drop 15%)	Field Area 5

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
24	7200	115	178	227	276	248	-	48	51

BIG BAT

Items	Appearance
None	Abandoned Factory

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
15	3450	-	150	158	38	38	-	43	52

BLACK BAT

Items	Appearance
None	Abandoned Factory

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
14	1150	-	118	147	38	38	-	18	18

BLADE BEAK

Items	Appearance
None	Field Area 13

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
54	23700	-	458	470	485	417	-	298	212

BLAZEIT

Items	Appearance
Sketchy Chicken (drop 15%)	Field Area 6

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
27	3840	-	202	239	230	230	*	78	85

* = Water x1.25, Fire x0.9

BLOCK ROPER

Items	Appearance
Virus Bottle (drop 8%)	Radiation Gate

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
58	32700	100	508	384	478	358	-	433	473

BLUWIGLE

Items	Appearance
Gel Base (drop 15%)	Field Area 11

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
45	11700	-	353	395	452	365	Fire x0.9	234	245

BOARLET

Items	Appearance
Meggioran Fish (drop 10%, steal 15%)	Inista Marsh

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
31	4080	35	220	222	239	224	-	147	190

BOARRIG

Items	Appearance
Firewood Bug (drop 10%)	Inista Marsh

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
33	7560	90	260	248	277	258	-	164	240

BRASS REPLICA

Items	Appearance
None	Eldrant

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
59	22200	65	532	428	492	442	-	490	501

BREEZE SPIRIT

Items	Appearance
Feather of Wind (drop 3%)	Field Area 4

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gold
18	2200	85	120	158	188	188	Wind x0.9	26	32

BROKEN CHAIR

Items	Appearance
None	Choral Castle

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gold
10	1875	30	78	150	110	141	P.Atk x0.9	13	40

BROKEN FORK

Items	Appearance
None	Tataroo Valley (second visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gold
36	9720	75	299	263	262	258	-	176	180

BROKEN GOYLE

Items	Appearance
None	Choral Castle

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gold
10	2700	-	109	150	110	149	P.Atk x0.9	27	80

BURGLAR

Items	Appearance
None	Field Area 2

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gold
10	2910	-	101	104	134	128	-	10	18

CACTOSSUS

Items	Appearance
None	Meggiora Highlands (second visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gold
40	17700	-	328	357	432	402	-	207	198

CACTUS

Items	Appearance
None	Meggiora Highlands

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gold
30	4800	75	240	224	262	224	-	82	140

CAERUREA

Items	Appearance
Apple Gel (drop 10%), Red Basil (drop 3%)	Field Area 13

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gold
54	11700	-	382	447	434	399	-	268	258

CALIBURN CRAB

Items	Appearance
None	Coliseum

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gold
50	35000	-	450	319	369	271	P.Atk x0.9	380	420

CAMOFLIER

Items	Appearance
None	Zao Ruins (second visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gold
32	8700	-	282	238	306	253	-	110	150

CAMOFLIERS

Items	Appearance
None	Zao Ruins (second visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gold
32	11700	-	264	229	270	254	-	148	125

CAMO WOLF

Items	Appearance
None	Field Area 5

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gold
24	7200	-	216	230	257	237	-	50	53

CASTER

Items	Appearance
None	Zao Ruins (first visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
20	3750	65	128	152	144	162	P.Atk x0.9	60	80

CASTLE GOLEM

Items	Appearance
None	Coliseum

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
75	52600	-	680	490	531	383	*	4200	1200

* = Water/Light x1.75, P.Atk x0.9, Earth/Fire damage = 1

CAWCAW

Items	Appearance
Sketchy Chicken (drop 15%)	Meggiora Highlands

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
30	2940	60	216	222	220	208	Earth x1.25	79	120

CHAREANT

Items	Appearance
Charcoal (drop/steal 15%)	Field Area 15

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
50	49200	-	510	482	554	443	Earth x0.9	588	570

CHARGE TORTOISE

Items	Appearance
None	Meggiora Highlands (second visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
40	52200	-	374	389	410	339	*	829	998

* = Water x1.25, P.Atk/Fire x0.9

CHI

Items	Appearance
None	Tataroo Valley (second visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
36	8640	35	299	277	252	252	-	153	199

CHIMERA

Items	Appearance
None	Isle of Feres

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
51	29700	135	486	397	384	334	-	358	480

CHIRPEE

Items	Appearance
Egg (drop 15%), Sketchy Chicken (drop 10%)	Field Area 1 & 2, Fubras River

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
4	500	-	51	40	50	50	Earth x1.25	5	11

CLANGETTE

Items	Appearance
Chicken (drop 15%)	Engeve Sub Event

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
24	4800	-	174	174	178	162	*	85	250

* = Earth/Water/Fire/Wind x1.25, P.Atk x0.9

COAL TAR

Items	Appearance
None	Abandoned Factory

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
13	2400	60	132	164	38	38	*	21	28

* = Fire x1.25, P.Atk x0.9

COLISEUM QUEEN

Items	Appearance
None	Coliseum

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
55	40000	-	500	349	350	293	-	680	350

CORYNTIS

Items	Appearance
None	Aramis Spring

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
24	6600	-	239	203	190	178	Water x0.9	165	120

CRAB

Items	Appearance
Carrot (drop 10%)	Field Area 2

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
9	2220	-	100	104	95	80	*	11	36

* = Water x1.5, Fire x1.25, P.Atk x0.9

DRAGON

Items	Appearance
Dragon Fang (drop 10%, steal 5%)	Coliseum

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
65	98000	-	641	615	516	338	-	1200	1500

DARK

Items	Appearance
Paralysis Bottle (drop 15%, steal 5%)	Shurrey Hill

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
31	8784	-	240	54	283	228	P.Atk x0.9	132	158

DRAKE

Items	Appearance
None	Field Area 13

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
54	40200	125	467	412	378	442	P.Atk x0.9	806	490

DEATH BEE

Items	Appearance
Insect Wing (drop 15%)	Field Area 6

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
27	3500	-	215	68	248	240	-	75	76

DRENCHER

Items	Appearance
None	Field Areas 7 & 11

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
45	8160	-	340	380	434	357	Water x0.9	186	241

DEATH BEE KNIGHT

Items	Appearance
Poison Bottle (drop 15%), Insect Wing (steal 15%)	Field Area 6

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
27	6700	-	246	68	275	275	-	93	95

DRESSING TABLE

Items	Appearance
None	Isle of Feres

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
51	19200	100	402	372	346	359	P.Atk x0.9	252	250

DEATHSEEKER

Items	Appearance
None	Field Area 10

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
39	9240	-	316	374	398	345	Dark x0.9	204	204

DRYAD

Items	Appearance
Sage (drop 2%)	Meggiora Highlands

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
35	5700	85	252	220	276	228	Fire x1.25	98	230

DESGOYLE

Items	Appearance
Stone Bottle (drop 15%)	Zao Ruins (first visit)

LV	HP	TP	P.Atk	P.Def	F.Atk.	F.Def	DMG	EXP	Gald
20	10200	-	179	154	144	202	P.Atk x0.9	92	80

EARTH BAT

Items	Appearance
None	Zao Ruins (first visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
20	1200	-	118	118	156	112	Earth x0.9	24	43

EARTH SPIRIT

Items	Appearance
Compost (drop 15%), Rock (drop 10%), Tail of Earth (steal 2%)	Zao Ruins

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
20	4500	70	143	128	174	180	Earth x0.9	68	52

EGGRUDA

Items	Appearance
None	Field Area 9

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
28	10650	-	252	272	315	270	-	98	100

ELDER BOAR

Items	Appearance
Sketchy Beef (drop 15%), Rappig Meat (steal 10%)	Inista Marsh

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
32	5760	75	246	232	258	245	-	152	220

ELEPHOSSUS

Items	Appearance
None	Field Area 12

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
50	34500	-	443	479	530	306	-	313	388

EMPT

Items	Appearance
None	Field Area 10

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
39	7140	100	268	327	422	405	-	150	163

EMPTS

Items	Appearance
None	Field Area 10

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
39	8190	100	268	357	437	407	-	168	173

ERYTHROTIS

Items	Appearance
None	Field Area 8

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
27	10560	-	258	272	315	275	Fire x0.9	85	93

FAFNIR

Items	Appearance
None	Eldrant

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
59	40200	100	484	457	382	445	P.Atk x0.9	680	511

FIENDLIN

Items	Appearance
None	Replica Facility "The Abyss"

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
65	33000	-	562	569	665	503	-	550	532

FILIFOLIA

Items	Appearance
Tataroo Grass (drop 15%), Apple Gel (drop 10%)	Field Area 1, Tataroo Valley

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
2	250	-	27	20	34	48	Fire x1.25	2	8

FIRE SPIRIT

Items	Appearance
Arm of Fire (drop/steal 2%)	Mt. Zaleho (first visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
41	14700	120	358	262	366	330	Fire x0.9	1800	300

FLAME BAT

Items	Appearance
Arm of Fire (drop 3%)	Mt. Zaleho

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
39	9360	-	324	252	316	306	*	200	285

* = Water x1.25, Fire x0.9

FLAME SPIRIT

Items	Appearance
Arm of Fire (drop/steal 2%)	Mt. Zaleho (second visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
55	10500	130	408	390	414	420	Fire x0.9	2800	1500

FLARRAIL

Items	Appearance
None	Mt. Zaleho (first visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
42	13050	85	347	270	373	286	-	220	290

FLITTER

Items	Appearance
Sketchy Chicken (drop 15%)	Replica Facility "The Abyss"

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
60	25200	100	522	567	656	494	P.Atk x0.9	505	5800

FONIC CHEST

Items	Appearance
Stone Bottle (steal 10%)	Zao Ruins (second visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
35	8745	-	258	258	256	276	P.Atk x0.9	164	250

FONIC GOLEM (1)

Items	Appearance
None	Shurrey Hill

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
31	9096	100	290	227	252	258	P.Atk x0.9	142	240

FONIC GOLEM (2)

Items	Appearance
None	Absorption Gate

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
48	26700	-	408	356	372	342	P.Atk x0.9	293	350

FONIC GOLEM (3)

Items	Appearance
None	Tower of Rem

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
54	27150	150	478	473	522	473	P.Atk x0.9	403	480

FONIC GOYLE

Items	Appearance
Stone Bottle (drop 15%)	Zao Ruins (second visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
35	18000	-	331	275	252	276	P.Atk x0.9	235	260

FOSSAIL

Items	Appearance
Copper Ore (drop 15%)	Absorption Gate

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
48	17700	-	378	294	358	342	-	275	325

FULL PLATE WARRIOR

Items	Appearance
None	Coliseum

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
65	45000	-	590	409	280	260	P.Atk x0.9	1100	780

FURIES

Items	Appearance
None	Mt. Zaleho (second visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
52	16500	125	395	358	434	390	-	310	315

FURY

Items	Appearance
None	Mt. Zaleho (second visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
51	12800	100	372	344	432	372	-	270	291

GALE SPIRIT

Items	Appearance
None	Field Area 9

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
28	7050	-	229	257	339	258	Wind x0.9	85	98

GIANT BEE

Items	Appearance
Insect Wing (drop 15%)	Field Area 1

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
3	400	100	31	35	60	20	-	6	12

GARGOYLE

Items	Appearance
None	Choral Castle

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
10	750	30	60	68	120	156	P.Atk x0.9	35	95

GILTBIT

Items	Appearance
None	Field Areas 14 & 17

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
35	14700	-	331	329	407	330	*	164	156

* = Fire x1.25, Wind x0.9, Water x0.5

GARM WOLF

Items	Appearance
Cucumber (drop 15%)	Field Area 6

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
27	6300	-	239	263	248	260	Fire x0.9	93	98

GILTWIGLE

Items	Appearance
Gel Base (drop 15%)	Field Areas 14 & 17

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
35	7950	-	284	267	383	305	-	149	138

GARUDA

Items	Appearance
None	Field Area 2

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
10	1980	-	67	77	110	38	Water x1.25	18	12

GLASRUDA

Items	Appearance
Meltwater (drop 15%)	Mt. Roneal

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
44	9800	75	378	240	358	378	Earth x1.25	238	315

GEAR SAW CANNON

Items	Appearance
None	Absorption Gate

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
52	28200	-	438	384	382	388	-	380	268

GOBLIN

Items	Appearance
Firewood Bug (drop 15%)	Coliseum

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
45	39000	-	450	343	394	289	-	300	310

GHOUL

Items	Appearance
None	Mushroom Road

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
55	34800	35	1052	349	401	289	P.Atk x0.9	428	410

GOLD WOLF

Items	Appearance
None	Field Area 6

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
27	7200	-	239	275	282	270	-	63	280

GOLDEN BAT

Items	Appearance
None	Mt. Zaleho (first visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
45	16800	-	359	270	358	318	-	200	4800

GREAT PAN

Items	Appearance
None	Zao Ruins (first visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
20	4650	30	152	152	132	162	-	39	35

GOLDEN SLIME

Items	Appearance
None	Replica Facility "The Abyss"

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
61	27000	100	508	750	678	750	*	390	9999

* = Water x1.25, P.Atk x0.9

GREEN ROPER

Items	Appearance
None	Field Area 1

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
6	520	100	45	43	70	60	-	6	10

GORDION

Items	Appearance
Dragon Fang (drop 10%, steal 5%)	Field Area 13

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
54	72000	125	510	461	534	393	-	312	900

GREEN STONAIL

Items	Appearance
None	Field Areas 14 & 17

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
35	13200	100	298	297	372	317	-	153	153

GRAELHORN

Items	Appearance
None	Field Area 16

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
64	21800	100	493	478	453	583	-	648	980

GREMLIN

Items	Appearance
Milk (drop 15%)	Choral Castle

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
9	930	-	60	92	140	128	-	8	16

GREAT FIENDLIN

Items	Appearance
None	Replica Facility "The Abyss"

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
67	42000	-	592	596	680	515	-	598	558

GREMLINS

Items	Appearance
Milk (drop 15%)	Choral Castle

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
9	1950	-	76	101	164	135	-	41	48

GREAT GOBLIN

Items	Appearance
Carmine Chamber (drop 5%, steal 2%)	Coliseum

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
55	45000	-	552	349	401	293	-	550	480

GREWIGLE

Items	Appearance
Gel Base (drop 15%)	Field Area 3

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
15	2600	-	130	147	152	170	-	25	18

GRIFFIN

Items	Appearance
Beef (drop 15%)	Tartarus

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
7	1152	15	67	61	88	84	-	11	36

GRIMZA

Items	Appearance
Noodles (drop 10%)	Eldrant

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
59	37200	85	562	492	450	428	-	550	510

GROSBELVA

Items	Appearance
None	Field Area 15

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
50	55200	100	492	467	560	467	-	450	410

GUARD REPLICA

Items	Appearance
Nectar Bottle (drop 10%)	Eldrant

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
59	26250	125	522	428	469	420	-	430	481

GUARDIAN

Items	Appearance
None	Eldrant

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
59	37200	150	522	486	448	385	-	530	498

HAMMER CANNON

Items	Appearance
None	Mt. Zaleho (first visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
44	23700	-	390	294	346	307	-	248	345

HATCHET BEAK

Items	Appearance
Meggioran Fish (drop 15%)	Meggiora Highlands

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
30	4700	85	246	220	268	234	-	99	154

HETERODOXA

Items	Appearance
Apple Gel (drop 10%)	Mushroom Road

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
55	18800	-	833	310	362	259	-	373	368

HIGH KNIGHT REPLICA (1)

Items	Appearance
Apple Gel (drop 10%)	Isle of Feres

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
51	27750	120	478	410	431	372	-	367	588

HIGH KNIGHT REPLICA (2)

Items	Appearance
None	Eldrant

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
59	32700	100	570	462	480	428	-	550	509

HIGH ORACLE KNIGHT (1)

Items	Appearance
Life Bottle (drop 8%, steal 3%)	Oracle HQ & War Event

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
28	9750	60	252	179	241	222	-	98	140

HIGH ORACLE KNIGHT (2)

Items	Appearance
None	Oracle HQ (second visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
38	16500	80	330	270	312	282	-	200	350

1 Intro
2 Training
3 Characters
4 Walk-through
5 Side Quests
6 Armory
7 Cooking & Food
8 Enemies
9 Extras

HILARIS

Items	Appearance
Apple Gel (drop 10%)	Field Area 8

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
27	4800	-	205	251	305	222	-	85	88

ICE SPIRIT

Items	Appearance
Tear of Ice (drop/steal 2%)	Mt. Roneal

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
44	19800	125	408	262	384	374	Fire x0.9	1402	1500

HIPPOGRIFF

Items	Appearance
None	Field Area 3, Katsbert Ferry

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
12	1920	-	102	99	110	110	-	23	80

ICE WOLF

Items	Appearance
None	Field Area 7

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
44	16200	55	394	318	365	318	Water x0.9	248	310

HOOLIGAN

Items	Appearance
Magic Lens (drop 15%)	Field Area 5

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
24	4800	-	198	230	237	222	-	51	63

IMITATION MIEU

Items	Appearance
Verbena (drop 3%), Red Verbena (drop 3%)	Field Area 17

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
50	22560	-	467	383	443	325	-	332	331

HOWLER

Items	Appearance
Tataroo Grass (drop 10%)	Field Area 10

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
39	6190	-	298	356	335	320	Wind x0.9	154	182

IRON CRAB

Items	Appearance
Iron Sand (drop/steal 10%)	Aramis Spring

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
24	7200	-	176	162	196	198	P.Atk x0.9	95	102

ICE BAT

Items	Appearance
None	Mt. Roneal

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
45	8500	-	318	238	334	338	*	200	280

* = Fire x1.25, Water x0.9

JABBERWOCK

Items	Appearance
Grass Chamber (drop 3%, steal 2%), Sunlight Chamber (drop 2%)	Field Area 16

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
75	123000	150	521	615	479	536	-	1980	2600

ICE LIZARD

Items	Appearance
None	Mt. Roneal

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
44	14200	84	364	310	348	292	*	256	330

* = Fire x1.25, Water x0.9

KILLER BEE

Items	Appearance
Poison Bottle (drop 15%), Insect Wing (steal 15%)	Field Area 3

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
15	2940	-	137	158	155	203	-	26	29

KIMLASCAN KNIGHT

Items	Appearance
None	War Event

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
33	11000	-	311	315	315	275	-	105	68

KIMLASCAN PAWN

Items	Appearance
Cobalt chamber (drop 5%, steal 2%)	War Event

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
30	8600	-	268	293	297	254	-	73	45

KIMLASCAN RUNE

Items	Appearance
Lemon Gel (drop 10%)	War Event

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
29	5300	100	252	275	270	282	-	84	51

KNIGHT REPLICA (1)

Items	Appearance
None	Isle of Feres

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
51	24750	90	419	388	382	358	-	345	435

KNIGHT REPLICA (2)

Items	Appearance
None	Eldrant

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
59	27900	95	544	428	462	414	-	500	499

LAVA GOLEM

Items	Appearance
Arm of Fire (drop 2%)	Mt. Zaleho (second visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
52	28200	-	478	378	334	346	*	352	493

* = Water/Wind x1.25, P.Atk/Fire x0.9

LESSER FIENDLIN

Items	Appearance
None	Replica Facility "The Abyss"

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
63	17700	-	511	542	656	494	-	498	420

LESSER GOBLIN

Items	Appearance
None	Coliseum

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
43	24000	-	420	271	317	235	-	250	298

LESSER PAN

Items	Appearance
Rock (drop 15%), Onion (drop 15%), Gold Dust (steal 10%)	Zao Ruins (first visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
19	2400	15	128	128	118	142	-	28	12

LEVIATHAN

Items	Appearance
Holy Water (drop 10%), Red Lavender (drop 3%)	Field Area 15

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
50	62250	100	517	552	537	465	*	483	430

* = Fire x1.25, P.Atk x0.65, Water x0.5

LIGAN

Items	Appearance
Paralysis Bottle (drop 15%)	Isle of Feres

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
51	22800	85	378	364	372	316	Wind x1.25	343	272

LIGAR

Items	Appearance
None	Cheagle Woods, Tartarus

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
6	1460	-	60	48	54	73	Fire x0.9	8	22

LIGARRE

Items	Appearance
None	Eldrant

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
59	29700	125	696	428	439	430	-	480	488

LIGUST

Items	Appearance
None	Field Area 16

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
62	23800	-	500	485	466	562	-	584	780

LINAIL

Items	Appearance
None	Cheagle Woods

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
6	920	-	43	21	34	60	-	3	8

MAGITRIX

Items	Appearance
None	Field Area 2

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
8	1800	-	73	98	140	143	-	9	13

MALKUTH KNIGHT

Items	Appearance
None	War Event

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
33	11000	-	282	305	317	290	-	97	73

MALKUTH PAWN (1)

Items	Appearance
Carmine Chamber (drop 5%, steal 2%)	Theor Forest

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
28	7800	45	229	212	252	228	-	97	148

MALKUTH PAWN (2)

Items	Appearance
None	War Event

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
31	7800	-	262	284	303	269	-	71	37

MALKUTH RUNE

Items	Appearance
None	War Event

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
28	4800	100	239	260	363	315	-	83	55

MANDRACTUS

Items	Appearance
None	Tataroo Valley

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
3	280	-	32	24	41	53	-	3	6

MANDRAGORA

Items	Appearance
Strawberry (drop 10%), Savory (drop 2%)	Tataroo Valley

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
25	9800	125	252	270	299	276	Fire x1.25	173	183

MANTICORE

Items	Appearance
Virus Bottle (drop 15%, steal 10%)	Eldrant

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
59	42450	100	636	449	502	430	-	550	515

MEDUSA ROPER

Items	Appearance
None	Mushroom Road

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
55	27800	56	893	328	345	272	-	408	398

MERCAT

Items: Meggioran Fish (drop 15%, steal 10%), Giant Fish Bone (drop 5%)

Appearance: Inisto Marsh

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
32	7800	125	260	250	277	270	Water x0.9	153	168

MERCRITY

Items: None

Appearance: Aramis Spring

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
24	3600	90	210	240	216	118	*	75	98

MERFISH

Items: Fishy Fish (drop 15%, steal 10%), Tuna (drop10%)

Appearance: Aramis Spring

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
24	7695	-	198	184	192	180	Water x0.9	60	85

MERSHARK

Items: Octopus (drop 10%)

Appearance: Ortion Cavern

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
43	19200	100	376	320	373	287	Water x0.9	248	230

MERSTONE

Items: Cod (drop 10%)

Appearance: Ortion Cavern

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
43	25200	125	408	328	382	288	Water x0.9	261	281

METAWIGLE

Items: Gel Base (drop 15%)

Appearance: Ortion Cavern

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
24	3100	45	202	180	211	240	-	100	150

MICROCALYX

Items: Apple Gel (drop 15%), Red Savory (drop 2%)

Appearance: Field Area 7

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
48	6900	-	388	399	500	410	-	256	263

MINUTISSIMA

Items: Apple Gel (drop 10%)

Appearance: Field Area 3

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
15	1940	25	133	140	147	173	-	23	24

MIRROR GOYLE

Items: Stone Bottle (drop 15%)

Appearance: Isle of Feres

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
51	37200	100	467	420	358	360	P.Atk x0.9	1200	1000

MIRROR SPIRIT

Items: Copper Ore (drop 15%), Iron Ore (drop 10%)

Appearance: Ortion Cavern

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
26	7695	85	205	169	228	202	Earth/ Fire x0.9	118	83

MOSSY CHEST

Items: None

Appearance: Radiation Gate

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
57	23700	100	408	372	450	377	P.Atk x0.9	463	498

MOSSY GOYLE

Items: None

Appearance: Radiation Gate

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
57	40200	100	534	402	372	390	P.Atk x0.9	680	1200

MUSCIPULA

Items	Appearance
Apple Gel (drop 10%), Saffron (drop 2%)	Field Area 12

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
50	12525	-	402	447	482	420	-	289	321

NIGHT OWL

Items	Appearance
None	Field Area 6

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
27	8160	-	251	260	296	254	Fire/Light x1.25	90	92

NIGHT RAID

Items	Appearance
None	Field Area 10

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
39	12390	-	346	365	383	368	-	198	180

OGRE

Items	Appearance
Clothing Material (drop 15%), Red Pigment (drop/steal 5%)	Field Area 8

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
27	11700	-	266	290	299	272	-	98	125

OGRE REPLICA

Items	Appearance
None	Ortion Cavern

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
43	17400	-	403	332	368	287	-	242	310

OMEGA

Items	Appearance
None	Absorption Gate

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
48	34500	-	418	382	394	378	-	352	248

ORACLE BRASS

Items	Appearance
None	Oracle HQ (second visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
36	11250	45	210	246	307	228	-	175	210

ORACLE GUARD

Items	Appearance
Syrup Bottle (drop 10%)	Oracle HQ & War Event

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
28	5850	50	198	132	244	206	-	63	95

ORACLE KNIGHT (1)

Items	Appearance
None	Tartarus (first fight only)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
7	1080	-	67	61	88	95	-	0	0

ORACLE KNIGHT (2)

Items	Appearance
Apple Gel (drop 15%), Orange Gel (drop 5%)	Tartarus

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
8	1080	-	67	61	88	95	-	6	8

ORACLE KNIGHT (3)

Items	Appearance
None	Katsbert Ferry

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
11	1440	-	114	91	126	143	-	18	25

ORACLE KNIGHT (4)

Items	Appearance
Life Bottle (drop 5%)	Oracle HQ & War Event

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
27	8100	15	229	162	224	196	-	75	110

ORACLE KNIGHT (5)

Items	Appearance
None	Oracle HQ

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
37	12900	35	264	258	282	222	-	185	250

PEEPIT

Items	Appearance
None	Fubras River

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
10	600	15	60	54	88	96	Water x1.25	30	100

ORACLE RUNE (1)

Items	Appearance
None	Katsbert Ferry

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
10	1080	50	75	75	150	158	-	13	18

PHANTOM

Items	Appearance
None	Zao Ruins (second visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
36	13350	-	298	258	216	258	*	168	130

* = Fire x1.25, P.Atk x0.9

ORACLE RUNE (2)

Items	Appearance
None	Oracle HQ

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
36	8250	125	216	238	322	276	-	165	210

PILE CANNON

Items	Appearance
None	Absorption Gate

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
48	23700	-	408	318	372	342	-	298	353

ORYIEL

Items	Appearance
None	Field Area 16

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
63	18000	100	468	458	434	515	-	580	830

PIWIGLE

Items	Appearance
Gel Base (drop 15%)	Ortion Cavern

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
43	11025	-	347	304	358	263	-	188	225

PAN

Items	Appearance
None	Zao Ruins (first visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
19	3750	-	138	140	126	152	-	36	23

POISON BAT

Items	Appearance
Poison Bottle (drop 15%)	Akzeriuth Mine Shaft 14

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
22	3720	85	155	152	144	132	*	59	49

* = Light/Dark x0.9

PEDESTAL

Items	Appearance
Stone Bottle (steal 10%)	Choral Castle

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
10	750	35	60	68	120	149	P.Atk x0.9	9	10

POLTERGEIST

Items	Appearance
Glowing Moss (drop 15%)	Choral Castle

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
9	1890	-	94	113	81	165	-	11	18

POLWIGLE

Items	Appearance
Gel Base (drop 15%), Lettuce (drop 10%)	Field Areas 1 & 2, Fubras River

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
7	880	-	63	65	78	78	*	6	18

* = Fire x1.5, Water x0.9

PURBIT

Items	Appearance
None	Inista Marsh

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
31	8700	110	246	232	224	253	-	161	220

PURWIGLE

Items	Appearance
Gel Base (drop 15%)	Inista Marsh

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
31	3600	-	210	202	275	214	-	110	180

PUSEUSTIS

Items	Appearance
None	Field Area 12

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
50	25200	-	421	464	522	449	-	248	411

RAFFLESIAN

Items	Appearance
Phantom Vegetable (drop/steal 5%), Lavender (drop 3%)	Mushroom Road

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
55	29800	60	911	331	368	291	Fire x1.25	418	823

REBBIT

Items	Appearance
Kombu (drop 15%)	Ortion Cavern

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
25	6150	50	205	198	220	198	Fire x0.9	82	85

RED ROPER

Items	Appearance
None	Coliseum

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
40	11800	-	420	259	304	226	-	80	80

REWIGLE

Items	Appearance
Gel Base (drop 15%)	Ortion Cavern

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
24	2900	-	184	149	180	156	-	75	83

RHINOBOAR

Items	Appearance
None	Field Area 3

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
15	3600	-	154	168	177	188	-	30	35

RHINOSSUS

Items	Appearance
Pork (drop 10%)	Field Area 1, Tataroo Valley

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
3	340	-	35	30	47	55	-	5	15

RIBBIT

Items	Appearance
Weeds (drop 15%), Tofu (drop 10%)	Field Area 2, Fubras River

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
9	1480	-	75	80	82	90	*	8	36

* = Fire x1.5, Water x0.9

ROCK SPIRIT

Items	Appearance
Copper Ore (drop 15%), Iron Ore (drop 10%), Gold Dust (steal 10%)	Akzeriuth Mine Shaft 14

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
22	6525	-	184	169	205	180	*	118	83

* = Wind x1.25, Earth x0.9

ROCK WORM

Items	Appearance
None	Field Area 16

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
75	98000	576	563	483	459	583	*	1780	1800

* = Fire x1.25, P.Atk x0.65, Water/Wind x0.5

ROTTING TREANT

Items	Appearance
None	Inisto Marsh

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
34	28350	-	287	268	299	239	Earth x0.9	556	350

RUNE REPLICA (1)

Items	Appearance
None	Isle of Feres

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
51	17700	148	372	358	439	386	-	310	253

RUNE REPLICA (2)

Items	Appearance
Lemon Gel (drop 10%)	Eldrant

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
59	16500	180	484	445	510	444	-	480	473

RUSTLET

Items	Appearance
Meggioran Fish (drop 15%), Chicken (drop 5%)	Field Area 4

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
15	1600	-	118	117	150	147	Fire x0.9	18	19

RUSTY FORK

Items	Appearance
None	Radiation Gate

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
57	19200	132	456	384	478	330	-	422	468

SALAMANDER

Items	Appearance
Basilisk Scale (drop 15%)	Mt. Zaleho (second visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
49	14700	25	402	371	358	330	*	332	380

* = Water x1.25, Fire x0.9

SAND BURGLAR

Items	Appearance
Noodles (drop 15%)	Field Area 4

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
18	4900	-	158	173	182	177	-	36	45

SAND FANG

Items	Appearance
None	Field Area 4

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
16	4080	15	136	155	147	155	*	29	35

* = Water/Wind x1.25, Fire x0.9

SAND SHAMAN

Items	Appearance
None	Field Area 4

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
17	2300	85	133	143	198	203	-	32	53

SAND THIEF

Items	Appearance
Carmine Chamber (drop 5%)	Field Area 4

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
16	2900	-	154	147	165	165	-	28	35

SAVAGE HELM

Items	Appearance
None	Field Area 5

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
24	8250	-	230	245	245	237	-	61	71

SCISSOR CANNON

Items	Appearance
None	Tower of Rem

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
54	31800	100	492	400	442	396	-	410	440

SCREECHIT

Items	Appearance
None	Coliseum

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
60	6000	-	350	210	359	271	Fire x0.9	80	80

SHARKLIER

Items	Appearance
Red Sage (drop 2%)	Field Area 11

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
45	14700	100	364	419	467	383	-	198	299

SHARKLIERS

Items	Appearance
None	Field Area 11

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
45	16200	100	364	419	467	383	-	198	258

SKELETON

Items	Appearance
None	Akzeriuth Mine Shaft 14

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
22	5500	-	215	125	198	150	*	61	59

* = Water/Wind x1.25, P.Atk x0.9

SKELETON WARRIOR

Items	Appearance
None	Tataroo Valley (second visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
37	11800	-	276	265	238	228	*	168	175

* = Water/Wind x1.25, P.Atk x0.9

SLUDGE TORTOISE

Items	Appearance
None	Replica Facility "The Abyss"

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
64	67830	-	600	600	480	480	P.Atk/Fire x0.9	1490	1200

SNOW TREANT

Items	Appearance
Roned Mushroom (drop 15%), Meltwater (drop 10%)	Field Area 7

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
48	31500	-	450	446	534	428	*	780	1100

SPEAR ROPER

Items	Appearance
Weak Bottle (drop 8%)	Shurrey Hill

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
30	10200	85	238	162	180	220	-	123	173

* = Fire x1.25, Earth x0.9

STING ROPER

Items	Appearance
None	Absorption Gate

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
48	14700	-	360	282	346	342	-	280	330

STONAIL

Items	Appearance
None	Zao Ruins (second visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
34	6345	-	284	263	258	270	-	150	125

STONE GOLEM

Items	Appearance
None	Tataroo Valley (Second Visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
37	14800	-	347	294	252	239	P.Atk x0.9	187	190

STORM SPIRIT

Items	Appearance
Feather of Wind (drop/steal 2%), Red Saffron (drop 2%)	Field Area 13

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
54	15360	100	395	455	519	435	Wind x0.9	271	281

TOMAHAWK BEAK

Items	Appearance
None	Deo Pass

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
20	4650	100	154	140	190	156	-	40	42

STORM TORTOISE

Items	Appearance
Tataroo Grass (drop 10%)	Field Area 10

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
39	25200	-	367	383	404	335	*	665	240

* = Water x1.25, P.Atk/Wind x0.9

TORTOISE

Items	Appearance
Giant Shell (drop 15%)	Fubras River

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
10	1680	20	86	102	72	96	-	38	110

STREONTIS

Items	Appearance
None	Coliseum

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
70	50000	-	620	470	499	361	-	1100	980

TOSTAIL

Items	Appearance
None	Field Area 8

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
27	7200	-	222	248	305	237	-	73	79

TAPE ROPER

Items	Appearance
None	Tataroo Valley (Second Visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
35	8160	65	270	252	266	240	-	163	240

TREANT

Items	Appearance
Apple (drop/steal 15%), Dinei Bottle (drop 5%)	Deo Pass

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
21	9300	100	194	152	180	156	*	176	158

* = Fire x1.25, Earth x0.9

THIEF

Items	Appearance
Rice (drop 15%), Apple Gel (steal 5%)	Field Area 2

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
8	1170	-	86	77	105	110	-	7	11

TREANT WOLF

Items	Appearance
Mushroom (drop 15%)	Deo Pass

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
20	1800	100	167	140	200	174	-	45	53

THUNDER BAT

Items	Appearance
Paralysis Bottle (drop 15%), Eye of Thunder (steal 2%)	Ortion Cavern

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
24	2100	-	170	132	210	185	*	69	73

* = Fire x1.25. Water/Wind x0.9

TURNED FORK

Items	Appearance
None	Shurrey Hill

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
32	5775	100	253	198	238	252	-	123	180

1 Intro
2 Training
3 Characters
4 Walk-through
5 Side Quests
6 Armory
7 Cooking & Food
8 Enemies
9 Extras

TWO-HANDED MASTER

Items	Appearance
None	Coliseum

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
55	39000	-	470	331	382	280	-	480	530

VOUIVRE

Items	Appearance
None	Field Area 5

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
24	8160	-	230	260	266	273	P.Atk x0.9	68	78

TYRANTOISE

Items	Appearance
None	Coliseum

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
60	94000	-	597	575	485	316	*	630	580

* = Water/P.Atk x0.9

WATCHER WOLF

Items	Appearance
Tomato (drop 10%)	Theor Forest

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
28	5800	-	198	190	222	196	-	87	110

UNICONDOR

Items	Appearance
None	Eldrant

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
59	23700	100	484	421	442	385	Water x1.25	370	378

WATER BAT

Items	Appearance
None	Aramis Spring

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
24	2400	-	184	148	184	155	*	79	98

VEITCHII

Items	Appearance
Apple Gel (drop 10%), Basil (drop 2%)	Field Area 5

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
24	3840	-	179	207	222	231	-	43	52

WATER SPIRIT

Items	Appearance
Holy Water (drop 15%), Song of Water (steal 2%)	Aramis Spring

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
24	5400	90	205	191	212	198	*	82	100

* = [illegible]/Water x0.9

VITA

Items	Appearance
None	Tower of Rem

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
53	14550	-	436	358	446	358	-	375	370

WHITE WOLF

Items	Appearance
None	Replica Facility "The Abyss"

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
63	29700	-	511	542	656	494	-	528	820

VOLCANO CLOWN

Items	Appearance
Iron Ore (drop 15%), Silver Ore (drop 10%)	Mt. Zaleho (second visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
50	25200	75	467	383	390	354	*	349	482

* = Water/Wind x1.25, Earth/Fire x0.9

WIND BAT

Items	Appearance
None	Tataroo Valley (second visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
37	6800	85	238	232	264	224	*	130	185

* = Earth x1.25, Wind x0.9

WIND SPIRIT

Items	Appearance
Feather of Wind (drop/steal 2%)	Tataroo Valley (second visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
37	6960	130	270	246	322	282	Wind x0.9	165	235

WOLF

Items	Appearance
Rappig Meat (drop 15%)	Field Area 2, Cheagle Woods

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
5	520	10	53	37	39	68	-	4	17

WOOD GOLEM

Items	Appearance
None	Cheagle Woods

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
6	500	15	62	45	47	50	P.Atk x0.9	10	12

WOODRUDA

Items	Appearance
None	Field Area 8

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
27	10200	-	232	260	299	260	-	83	98

WORKER BEE

Items	Appearance
Insect Wing (drop 15%)	Deo Pass

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
19	1800	100	144	102	142	114	-	29	28

WYVERN

Items	Appearance
None	Field Area 3

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
15	5100	-	158	173	198	192	P.Atk/Fire x0.9	42	52

XI

Items	Appearance
None	Shurrey Hill

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
31	6780	60	246	185	192	240	-	105	150

YETI

Items	Appearance
Silk Thread (drop 10%, steal 5%), Meltwater (drop 10%)	Mt. Roneal

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
48	18960	95	422	347	376	340	Fire x1.25	300	450

ZOMBIE

Items	Appearance
None	Fubras River

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
8	1050	-	76	76	54	54	*	9	24

* = Fire x1.25, P.Atk x0.9

BOSSES

ABADDON

Items	Appearance
Lavender (drop 100%)	Abandoned Factory

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
15	22000	150	197	333	186	271	-	1190	2000

ANCYLOPOLYP

Items	Appearance
Aquamarine & Basil (drop 100%)	Ortion Cavern

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
26	35000	100	344	350	283	282	-	3500	5000

ARIETTA (ENCOUNTER 1)

Items	Appearance
None	Choral Castle

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
10	3000	100	98	263	111	235	-	400	500

ARIETTA (ENCOUNTER 2)

Items	Appearance
Mystic Mark & Red Lavender (drop 100%), Time Traveling Girl (steal 50%)	Mt. Roneal

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
45	26000	100	576	459	336	348	-	4300	8000

ARIETTA (ENCOUNTER 3)

Items	Appearance
Blue Sephera (drop 100%), Rare Genius (steal 50%)	Cheagle Woods

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
50	25000	100	317	859	400	956	-	7000	12000

ARIETTA REPLICA

Items	Appearance
None	Replica Facility "The Abyss"

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
68	45000	100	317	759	400	956	-	15000	10000

ASCH (ENCOUNTER 1)

Items	Appearance
None	Yulia City

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
24	10000	280	380	340	250	100	-	1250	1200

ASCH (ENCOUNTER 2)

Items	Appearance
Wonder Symbol (100%)	Eldrant

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
62	60000	480	584	697	353	429	-	31000	2500

BEHEMOTH (ENCOUNTER 1)

Items	Appearance
None	Inista Marsh

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
50	90000	380	822	419	560	475	-	0	0

BEHEMOTH (ENCOUNTER 2)

Items	Appearance
Golden Helm (drop 100%), Red Basil (drop 100%, steal 10%)	Inista Marsh

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
50	90000	380	822	419	560	475	-	19800	22000

BLADE REX

Items	Appearance
Laurel & Nebilim (drop 100%)	Meggiora Highlands (first visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
31	40000	100	368	573	225	511	Fire x1.2, Earth x0.8	5350	9000

FYR BRONC

Items	Appearance
Ruby (drop 100%), Red Savory (drop 100%), Libavious Ore (steal 20%)	Mt. Zaleho (second visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
53	95000	600	810	978	467	704	*	16000	28000

* = Water x1.25, Earth x0.75, Fire x0.5

GIGANT MOHS

Items	Appearance
Emerald Ring & Red Saffron (100%)	Radiation Gate (Boss Fight)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
58	141000	680	938	461	514	1050	*	22000	34000

* = Light x1.25, Dark x0.5

HRESVELGR (ENCOUNTER 1)

Items	Appearance
Savory (drop 100%)	Choral Castle

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
10	3500	100	135	236	99	172	*	180	400

* = Fire x1.25, Water x0.75

HRESVELGR (ENCOUNTER 2)

Items	Appearance
Moonstone & Red Chamomile (drop 100%)	Cheagle Woods

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
52	36000	100	401	962	300	853	*	6000	12000

* = Fire x1.25, Water x0.75

KAISER DIST R

Items	Appearance
Orange Gel (drop 100%)	Katsberg Ferry

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
14	19000	100	182	302	139	204	Water x1.5	800	1500

KAISER DIST RX

Items	Appearance
Magic Mist (drop 100%)	During St. Binah's collapse

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
29	40000	100	492	512	222	390	Water x1.3	7500	8000

KAISER DIST XX

Items	Appearance
Dice (drop 100%)	Tower of Rem

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
54	110000	600	703	1104	385	861	-	20000	32000

LARGO (ENCOUNTER 1)

Items	Appearance
Garnet (drop 100%)	Zao Ruins (first visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
20	17000	100	265	210	161	100	-	800	1000

LARGO (ENCOUNTER 2)

Items	Appearance
Reflect Ring (drop 100%)	Mt. Roneal

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
45	32000	100	426	489	336	348	*	5200	8000

* = Earth x0.75, Fire x0.5

LARGO (ENCOUNTER 3)

Items	Appearance
Black Onyx (drop 100%)	Absorption Gate (second visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
56	140000	100	768	799	201	593	*	23000	35000

* = Earth x0.75, Fire x0.5

LARGO REPLICA

Items	Appearance
Garnet (drop 100%)	Replica Facility "The Abyss"

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
68	65000	100	800	629	201	493	-	15000	10000

LEGRETTA (ENCOUNTER 1)

Items	Appearance
Sephira & Chamomile (drop 100%)	Deo Pass

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
21	31000	280	357	319	224	196	Light x0.75	2100	2500

LEGRETTA (ENCOUNTER 2)

Items	Appearance
Sapphire Ring & Red Sage (drop 100%)	Mt. Roneal

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
45	29000	100	576	469	336	348	Light x0.75	4000	8000

LEGRETTA (ENCOUNTER 3)

Items	Appearance
Spirit Symbol (drop 100%)	Eldrant

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
64	143000	800	738	1081	424	782	Light x0.5	28000	36000

LEGRETTA REPLICA

Items	Appearance
Sephira & Chamomile (drop 100%)	Replica Facility "The Abyss"

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
68	50000	800	550	981	374	782	-	15000	10000

LIGER (ENCOUNTER 1)

Items	Appearance
Apple Gel (drop 100%)	Choral Castle

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
10	3700	100	148	228	101	167	Wind x0.75	180	400

LIGER (ENCOUNTER 2)

Items: None
Appearance: Cheagle Woods (second visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
52	38000	100	411	946	309	843	Wind x0.75	6000	12000

LIGER QUEEN

Items: Life Bottle & Sage (drop 100%)
Appearance: Cheagle Woods

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
6	10200	100	76	83	72	80	*	175	1000

* = Earth x0.8, Wind x0.6

MINT ADNADE

Items: Faerie Ring (drop 100%)
Appearance: Coliseum

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
80	60000	500	600	980	386	1041	-	8000	10000

NANALY FLETCH

Items: Prism Protector (drop 100%)
Appearance: Coliseum

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
80	70000	500	642	1030	786	541	-	8000	10000

NEBILIM

Items: Blue Dice (drop 100%), Red Verbena (drop 100%), Tutti (steal 20%)
Appearance: Nebilim's Crag

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
100	320000	880	1314	1520	853	1280	-	34000	50000

PHILIA PHILIS

Items: Priestess (drop 100%)
Appearance: Coliseum

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
80	50000	500	540	980	386	941	-	8000	10000

POLYP

Items: None
Appearance: Ortion Cavern

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
-	1000	100	164	350	283	282	-	100	100

REID HERSHEL

Items: Mumbane (drop 100%)
Appearance: Coliseum

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
80	80000	500	652	1130	386	541	-	8000	10000

REPAIR FONBOT

Items: Opal (drop 100%)
Appearance: Meggiora Highlands (second visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
40	57000	600	528	835	326	810	*	10000	18000

* = Water x1.4, Wind x1.2

REPLICANTIS

Items: Sunlight Chamber (drop 100%)
Appearance: Replica Facility "The Abyss"

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
80	250000	1000	817	1374	801	1320	-	32000	38000

SAND WORM

Items: Gae Bolg (drop 100%)
Appearance: Field Area 4

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
45	78000	150	658	398	480	425	*	14800	17800

* = Water x1.25, P.Atk x0.55, Earth x0.5, Fire x0.9

SWORD DANCER (ENCOUNTER 1)

Items: Grass Chamber (steal 10%)
Appearance: Choral Castle

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
20	17000	100	248	159	126	135	-	3800	1000

SWORD DANCER (ENCOUNTER 2)

Items	Appearance
Genius Wand, Treat (drop 100%), Grass Chamber (steal 10%)	Field Area 1 (Search Point)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
40	51900	100	410	289	304	226	P.Atk x0.9	9800	4000

SWORD DANCER (ENCOUNTER 3)

Items	Appearance
Ultimatus (drop 100%), Sunlight Chamber (steal 10%)	Isle of Feres

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
60	86000	100	597	379	434	316	P.Atk x0.8	12000	12000

SYNC (ENCOUNTER 1)

Items	Appearance
Grass Chamber (drop 100%), Verbena (drop 100%)	Zao Ruins (first visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
20	13000	200	210	222	154	150	-	800	1400

SYNC (ENCOUNTER 2)

Items	Appearance
Spirit Ring (drop 100%)	Core

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
39	83500	400	543	537	261	462	-	9300	16000

SYNC (ENCOUNTER 3)

Items	Appearance
Mystic Symbol (drop 100%)	Eldrant

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
60	120000	820	999	885	500	620	*	29800	15000

* = Wind x0.5, Light x0.75

SYNC REPLICA

Items	Appearance
Mystic Symbol (drop 100%)	Replica Facility "The Abyss"

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
68	55000	820	800	805	350	620	*	15000	10000

* = Wind x0.5, Light x0.75

TYRANNOPION

Items	Appearance
Resist Ring (drop 100%)	Zao Ruins (second visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
34	48000	500	381	682	304	523	-	6750	10000

UNICEROS

Items	Appearance
Protect Ring & Saffron (drop 100%)	Tataroo Valley (second visit)

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
37	54000	600	422	684	328	724	*	8150	15000

* = Dark x1.25, Wind x0.75, Light x0.5

VAN (ENCOUNTER 1)

Items	Appearance
Force Ring (drop 100%)	Absorption Gate

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
48	132000	500	682	700	386	561	-	15000	30000

VAN (ENCOUNTER 2)

Items	Appearance
Krona Symbol (drop 100%)	Eldrant

LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
62	122000	480	800	750	600	750	-	15000	40000

VAN (ENCOUNTER 3)

Items	Appearance
All Divide (steal 15%)	Eldrant

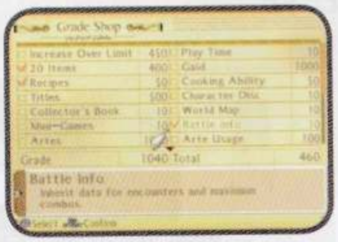
LV	HP	TP	P.Atk	P.Def	F.Atk	F.Def	DMG	EXP	Gald
62	152000	480	914	851	683	780	-	32300	0

EXTRAS

REPLAY GAME BONUSES

NEW GAME +

After beating the game you're prompted to save your file again. This save file has a star next to it, symbolizing that it's a clear file. These files can be accessed to start the game over from the beginning again, but with one catch. The Grade Points you earned throughout the game can be used to buy starting bonuses. These bonuses range from carrying some of your beloved items over to your new venture to earning double the amount of experience points per battle. In addition to the Grade Shop, many items, Sub Events, and dungeons can only be procured your second time through. If you're attempting to fill out your Collector's Book, you'll very much want to play through the game a second time through.



Grade Shop Purchase List

Upgrade	Price	Description
Increase Over Limit	450	Increase the speed at which the Over Limit gauge fills up.
20 Items	400	Possess up to 20 of each item.
Recipes	50	Inherit recipes in possession.
Titles	500	Inherit Titles in possession.
Collector's Book	10	Inherit information in the Collector's Book
Mini-Games	10	Inherit data from the mini-games.
Artes	1000	Inherit artes in possession.
Increase HP	250	Start the game with maximum HP for all characters increased by 500.
Combos	50	Set earned regular EXP value to 1, and increase combo bonus.
2x Experience	1000	Earn twice the normal exp. In battle.
Grade	100	Set grade bonuses and deductions to twice their normal rate.
AD Skills	900	Inherit AD Skill in possession.
2x Gold	600	Earn twice the normal Gold in battle.
Synopsis	10	Display the complete synopsis.
Play Time	10	Inherit game play time.
Gold	1000	Inherit Gold in possession.
Cooking Ability	50	Inherit current cooking ability.
Character Disc	10	Inherit information on the character disc.
World Map	10	Inherit town and dungeon information on the world map.
Battle Info	10	Inherit data for encounters and maximum combos.
Arte Usage	100	Inherit usage data for all artes.
Decrease HP	10	Start the game with maximum HP for all characters decreased by 150.
½ Experience	10	Earn half the normal EXP in battle. For players who want a challenge.
10x Experience	3000	Earn 10 times the normal EXP in battle.
FS Chambers	150	Inherit FS Chambers at their current level.

ADDITIONAL 2ND PLAYTHROUGH EXTRAS

NEW DUNGEONS

Two new dungeons are open for exploration during your second playthrough of the game; Mushroom Road and the Replica Lab, "The Abyss". Refer to Chapter 5 (Important Sub Events) for more information about those areas.

NEW MYSTIC ARTES

Each of your characters can perform a new Mystic Arte during your second run through the game. Some of these artes require very specific commands to initiate them. The following is a list of the artes in question and the requirements that need to be filled to use them.

Brilliant Overlord (Guy)

- Equipped with the Sword of Gardios
- Overlimit
- HP at 50% or lower
- "Final Cross" usage: 150 times or more
- Use "Final Cross"

Lost Fon Drive (Luke)

- Hair must be cut
- Equipped with the Key of Lorelei
- HP at 15% or lower
- Overlimit
- 50 TP available
- Press ●, ⊗, and ● at the same time

Summon Ion (Luke)

- Performed by holding ⊗ during Radiant Howl
- Only usable while Ion is traveling with the party

Fortune's Arc (Tear)

- Must have Force Field (Main Story), Holy Song (Sub Event), Judgment (Sub Event), Resurrection (Level 44) and Grand Cross (Level 58)
- Above spells must all be used at least 50 times
- 100 TP Available
- Overlimit
- Use Judgment to activate the attack.
- Hold ⊗ for duration of Fortune's Arc for an added effect!

Indignation (Jade)

- 100 TP Available
- "Thunder Blade" usage: 200 times or more
- Activate Overlimit. Hold ▭ for 5 seconds while standing still.

Dying Moon (Anise)

- 50 TP available
- Initiate Final Fury, then hold ⊗ for the duration of the move.

Fever Time (Anise)

- "Lucky" must be used over 100 times
- Must have 100% HP
- Must have 20000 Gald available
- Overlimits
- 1 TP Available
- Perform "Lucky"

Noble Roar (Natalia)

- Equip Elven Bow
- Overlimit
- "Piercing Line" usage: 150 times or more
- Use "Piercing Line"

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TALES OF THE ABYSS

OFFICIAL STRATEGY GUIDE

Written by Adam Deats and Greg Sepelak

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A Stolen Past and an Ancient Prophecy

Luke fon Fabre remembers nothing of his past before his kidnapping seven years ago. Since then, those who love him have kept him within his family's manor for his own protection. However, Luke seems inextricably bound to an age-old prophecy known as the Score, and the workings of the Order of Lorelei—the religion charged with keeping the Score—thrust Luke into the outside world.

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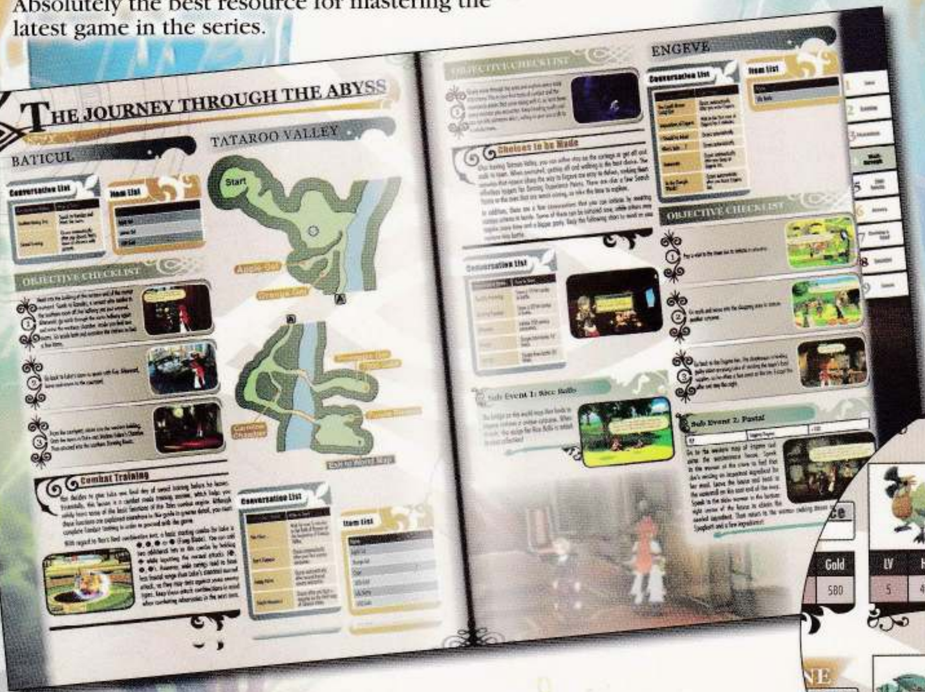

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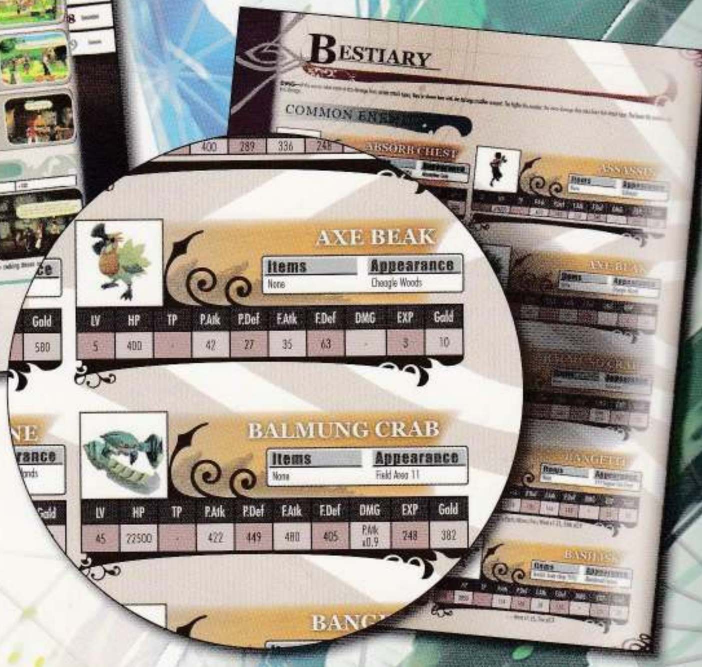

DOMINATING BOSS FIGHTS

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LIGER QUEEN

Enemy Statistics	
Level	6
HP	3400
TP	100
EXP	175
Gold	1000
ATK	76
DEF	83
Fonic ATK	72
Fonic DEF	80
Elemental Weakness	N/A
Elemental Resistance	Earth 0.8, Wind 0.6
Item Drops	Life Bottle(100%), Sage(100%)

The Liger Queen isn't stunned by physical attacks unless she's recovering from a move. Since the majority of her attacks tend to have a heavy wind-up period, run toward her until she starts to do an attack, and then guard or perform a Backstep (AD Skill, ● + Left Analog Stick away from enemy) to avoid it. When you recover from either defensive maneuver, attack the Liger Queen with your most damaging combo.

Speaking of damaging combos, the Liger Queen is vulnerable to the sleep status effect. Tear's Nightmare Arte causes this effect, enabling you to send the ravenous beast to dreamland, if you're looking for a safe way to approach it. You can also manually initiate Nightmare just before you commence a combo with Luke, timing it so it connects just after you finish Luke's combo. Regardless of whether or not the sleep status effect occurs, you should be able to link another combo with Luke just as you recover from your last attack, for a substantial amount of damage.

After a specific amount of the Liger Queen's HP is depleted, Jade gives you a helping hand. Your objective is to keep the Liger Queen away from Jade for as long as possible, which should give him enough time to cast his devastating Fonic Artes.

SEARCH POINT LOCATIONS REVEALED

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